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OCT #25

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INCREDIBLE PREVIEW!

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FEARSOME FOUR-PAGE FEATURE!

SUPER STAR WARS RETURN OF THE JEDI

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MANY HAPPY RETURNS
The Star Wars trilogy reaches a spectacular climax in JVC's technically amazing Super Return of the Jedi. We examine the finer details in our exclusive review.

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NMS LOWDOWN ON SHODOWN!
Looks incredible doesn't it! Super NES Samurai Shodown presents 32 MEG of intense, sword-wielding combat. It is a superb conversion of the SNK original and NMS, as always, is the magazine to sho' you what it's all about!

PAGE 26

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HIT TO THE GHOULIES!
Zombies is one **hell** of a game. Ghoul Patrol - Zombies II - is looking even more of a **killer**! Thrill, chill and distil your monster potions to our e-e-e-exclusive preview - ooOOooWAAH!!

UNDERGROUND HERO OR CREEP?

Earth Worm Jim - is he really so cool or does he bite the big wax apple? Find out by reading our exclusive review!

PAGE 78

NMS' FAVOURITE SMALLS!

The Code-Masters' inspired racer Micro Machines debuts on the Super NES soon. It's four-playertastic alright, and we have an exclusive preview inside this month's larger-than-life issue of NMS.

PAGE 32

MORTAL KOMBAT KOMPO!!

Acclaim, eh, don't you just love 'em! First they bring out what is surely the beat 'em up of 1994, then they decide that some lucky sod is destined to win a Mortal Kombat II coin-op!

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NMN

NINTENDO NEWS NETWORK

WHAT ON EARTH'S GOING ON...

Feeling a bit sulky about the state of the Super NES market? Depressed at all the new technology being released for other formats whilst the Super NES languishes? Boy, are you out of touch! All you need have done to cheer yourself up was to splash out for the air fair to Tokyo and visit Super Famicom Earthworld '94. NMS did, and here's a run-down of the highlights from the show courtesy of our man on the spot, Warren Harrod. Who said nepotism was dead?

ULTIMATE PARODIUS/GOEMAN 3

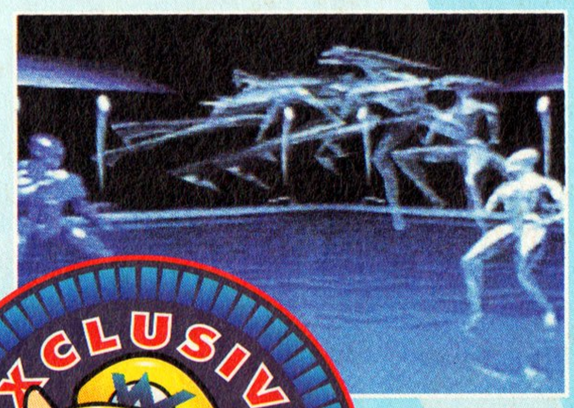
KONAMI

Game giants Konami kept to their usual form in showing a fistful of outstanding games. Apart from Sparkster and Tiny Toons Wacky Sports they unveiled their stunning new soccer game Perfect 11 (see page 8) and an interesting-looking Tetris-ish clone whose name we couldn't translate. But their biggest products were easily Goeman 3 and Ultimate Parodius. Goeman 3 continues in the firm left-field tradition of the previous 2 games, as indeed does Ultimate Parodius. Sadly there has been no announcement from Konami UK of any planned UK release - C'mon Konami!!

RISE OF THE ROBOTS

T & E SOFT

Although no-one seems to have made that much fuss about it over here, T&E Soft's Rise of the Robots was one of the biggest hits of the whole Earthshow. For those of you who don't know anything about it, the game features as its main combatants a series of mechanical Robot warriors each, naturally, with their own special moves. Nothing special in that, you might think, but one look at the superb rendered graphics may change your mind. More on this soon.

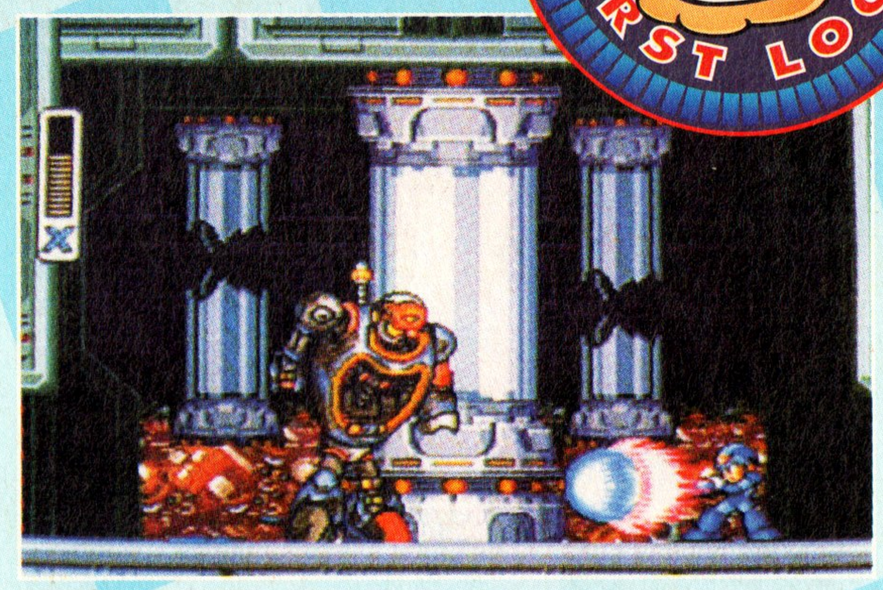


EXCLUSIVE FIRST LOOK

MEGAMAN X 2

CAPCOM

After a brief spell in the doldrums Capcom are well and truly on the mend with several well-smart titles hogging the limelight. The game making big noise was Breath Of Fire 2 featuring all the original characters, tons of new ones and some very involved combat sequences. An RPG fan's dream perhaps? Demon's Crest (or Demon's Blazon, as it is known in Japan) was also showing to great appreciation. Mickey Mouse 2: The Great Circus Mystery looks like a decent sequel to the great original - and two-player too, this time. However, the Capcom spotlight shone the brightest on Megaman X2 which was looking just dandy replete with its DSP chip!



(ABOVE) Trash the robot and watch him reassemble!

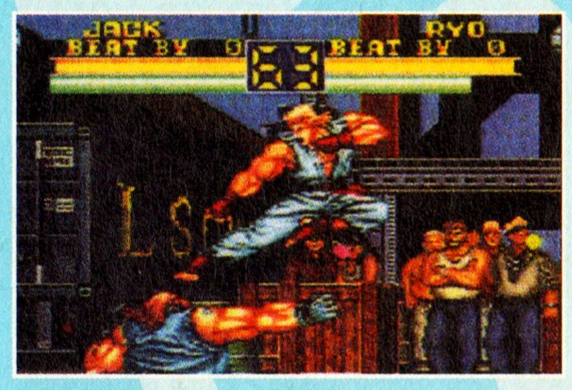
EXCLUSIVE NMS REPORT FROM

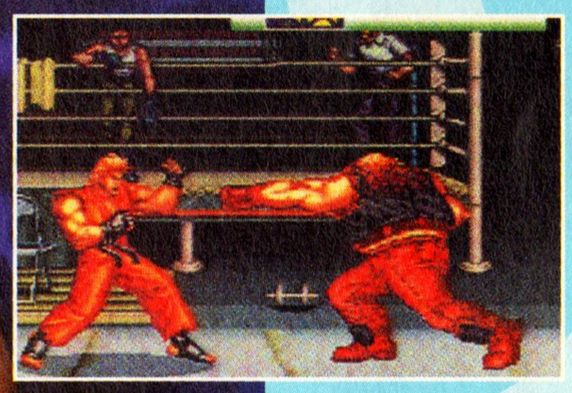
NEWS

ART OF FIGHTING 2

SAURUS/TAKARA

As the competition for largest cart ever goes into overdrive, Saurus and Takara weigh in with their hefty 32 Meg effort - Art Of Fighting 2. Incredibly the game features all the top bits from the arcade smash. Including the zoom-in which was so sorely lacking from Samourai Shodown. All the characters are there, large as life, with all their special moves and the custom Rage Guage. In short, it's fab and Gary is leaving damp patches on his chair at the very thought of getting it in the office!



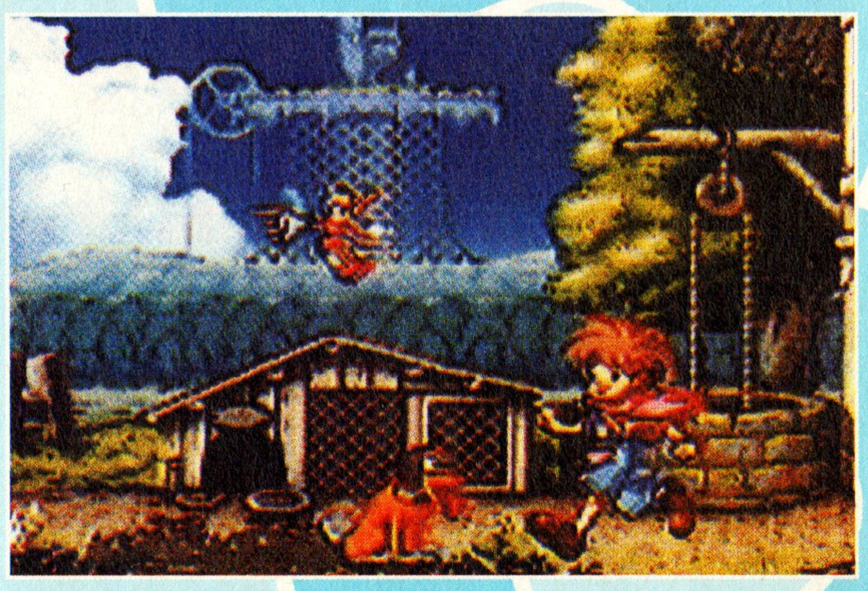


(ABOVE) The version we saw had only a few characters to choose from but they had all the moves and the zoom-in action of the original coin-op.

PROJECT "J"

ENIX

Guess what kids? Enix have made yet another RPG! Still that's reason to celebrate, isn't it? After all Actraiser, Soulblazer and Illusion of Gaia have all been quite fab. Anyway their latest offering goes by the name of Project J and features as its protagonist a young whipper-snapper of a young-fellow-me-lad-type of kid with a snotty nose. Other than that, and the fact that it is markedly more cartoony in feel than any of their previous efforts, that's all we can tell you right now.



NOSFERATU

SETA

Prince of Persia eat your heart out! Well something not too far from that actually. You see Enix's latest platform explore 'em up is based on the ancient Vampire legend of Nosferatu. You take the role of a fearless fellow who finds himself in the awkward position of having to go and rescue his wife from the clutches of the evil vampire of the title. The game adopts a Prince of Persia type of view but with more combat moves as our intrepid vampire hunter negotiates the werewolf and zombie filled levels before going to it with Nosferatu himself. Sounds chillingly good.

(ABOVE) Put back again! Not due out until October now but well worth waiting for all the same.

THE EARTH WORLD '94 SHOW!

NEWS

NBA VID COMPO 10 TO GIVE AWAY JAM IT HOME

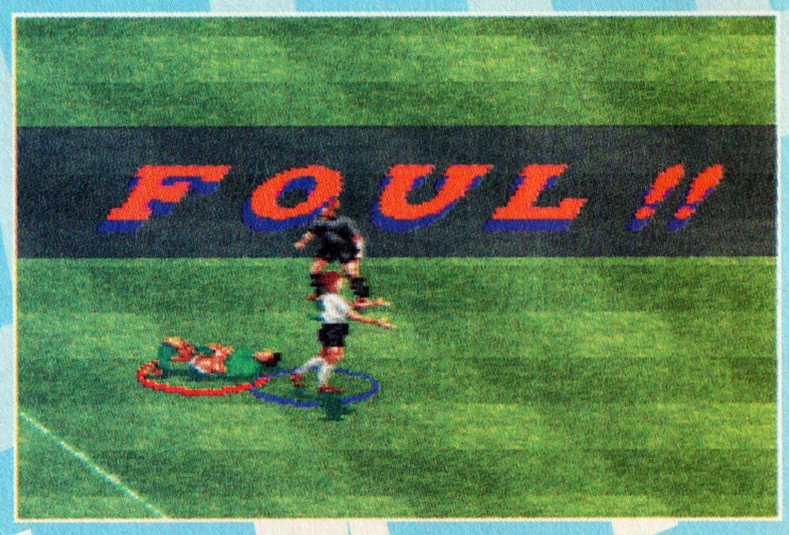
When you've tired your thumbs out putting your favourite NBA basketball stars through hoops in fab games like NBA Jam and NBA Live '95, what better way to relax than by watching the real deal in two brilliant new videos from CBS Fox video. First off there is Dream Team II comprising an all-new line up of the hottest new NBA stars, including profiles on the likes of Alonzo Mourning and Shaquille O'Neal. The second video, Superstars 3, takes a much hipper approach and accompanies amazing footage with ace music from the likes of LL Cool J and - blimey it's him again - Shaquille O'Neal! Both videos cost £10.99. But why pay for them when NMS has secured 10 copies of each video, and will be giving them out in pairs to the first 10 hoopsters who can tell us which team Alonzo Mourning plays for. Answers on a postcard to HOOPS UPSIDE YOUR HEAD COMPO at the usual address.

STAKE YOUR ACCLAIM

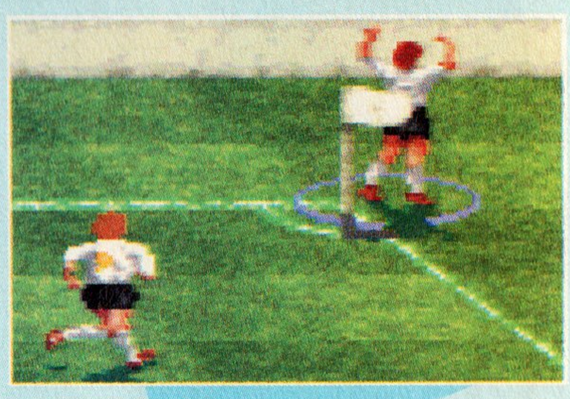
The incredible games machine that is Acclaim rolls on with a brace of games set for release of quite startling variety. Fight fans have WWF Raw. This one-on-one grappler includes all the old fave wrestlers like the Undertaker and a few new faces too, and promises to be a bit top. Race fans will be able to don silly moustaches and potter about deadly tracks with the two-player Nigel Mansell's Indy Car, and finally Space opera fans are dealt with, with game-of-the-film Stargate which, funnily enough, should also keep the platform crowd at bay. There you go, something for everyone. Keep an eye out for NBA Jam on the Game Boy too. More on all these next issue.

HEAVEN SENT ELEVEN

Is there no end to soccer mania? Apparently not. For Konami have just unveiled what looks to be contender for the most atmospheric football game of all time in International Superstars Soccer. The game, known as Perfect 11 in Japan, features perhaps the largest sprites in any soccer game currently available, bags of World Cup teams (and England) with recognisable celebrities like Baggio and Valderama, first-person perspective penalty shoot-outs and loads of flash moves. However, the most impressive feature is Konami's incredible Crowd Response System that produces the most realistic crowd noises heard in any game, complete with running commentary. More on this potential pleaser next month.



(ABOVE) In true continental crybaby style, the victims make oscar-winning performances whilst the dirty foulers plead their innocence - referee!!



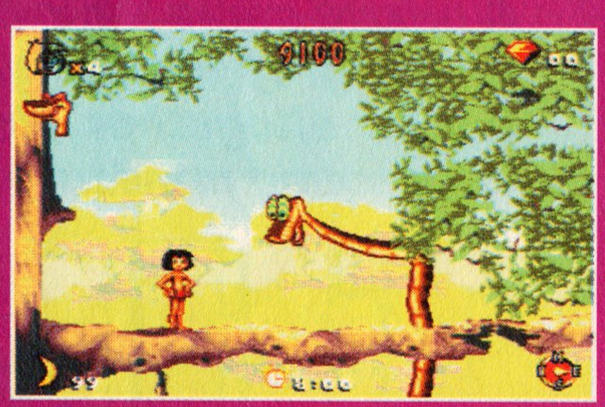
(ABOVE) This game is incredibly realistic. The animation on all players is superb. The goalies dive brilliantly, the players tackle and slide and, and, and.... Ooh it's so-oo good!

CANNON FODDER

No, not the stuff your local archbishop has for his tea but a fab new Super NES game from Virgin and Sensible Software. The game sees the player in control of an ever-diminishing squad of miniature marines and the idea is to lead them into a series of battles and basically kill the enemy or be killed. By any means necessary! A pretty basic idea, you'll agree, but where Cannon Fodder excels is in the unrelenting blast-frenzy department. The game supports the Super NES mouse as well as the joypad, and caused quite a stir when it was released on home computer formats earlier this year. Stay frosty for an EXCLUSIVE look at this newie very soon.

MANGA, MANGATUM?

There's always a bit of space to update you on the latest manga developments, so here goes: Guyver reaches its sixth part in Terminal battle - The fall of Chronos Japan which sees our hero comprehending the enormous power of Chronos and killing a few people on the way most likely. Next Tokyo Babylon reaches its conclusion in which we find that post-apocalyptic Tokyo is just as vile and murderous a place it was in the first instalment. Then there is Zeguy, a wild and wacky manga featuring that japtoon staple - mini-skirted high-school girls which is as good a recommendation to buy it as I can think. And finally is Roujin Z - a tale of OAPs with attitude, it is written by Otomo Katsuhiro - the same warped imagination that brought you Akira and is quite fab. Roujin is a cert 15 and costs £12.99, Tokyo Babylon is also a 15 but costs £10.99. Zeguy is only a PG and costs £8.99, whilst Guyver 6, also PG-rated, weighs in at a piffling £5.99. More next month.



"A magical and highly polished piece of software that undoubtedly remain as timeless as the film."
"A magnificent game."
"The whole game exudes quality."
SUPER GAMER 90%

"It's got great graphics, top tunes and challenging levels."
"The platform game of '94." SUPER ACTION 93%
TOTAL 90%

Disney SOFTWARE

Disney's The Jungle Book VIDEOGAME

Virgin

SEGA MEGA DRIVE · SEGA GAME GEAR · SEGA Master System™ · Nintendo · SUPER NINTENDO ENTERTAINMENT SYSTEM · GAME BOY

Screen shots may be taken from a different format.

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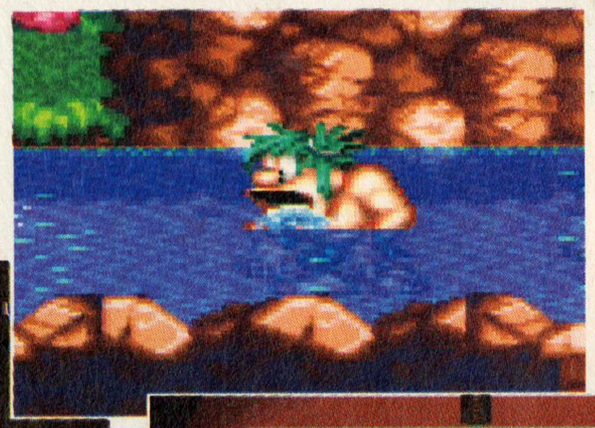
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

JOE&MAC 3

Joe and Mac 3? What happened to Joe and Mac 2? Well, many thought that Congo's Caper was the sequel to Joe and Mac, so to save any confusion we've got Joe and Mac on a prehistoric hat-trick.

Oh yes, the dinosaur-bound bonanza continues with Joe and Mac taking to the platforms once again. This time they're 'Lost in the Tropics' as the game's subtitle says, so it's business as usual bashing foes with the club, picking up grub, scaling cliffs, popping into village huts and the like. Like its predecessors, it's more fun in two-player, and it also includes a Super two-player mode which sees Joe and Mac working more as a team. From what we've seen it's pretty regular platform action with all the usual extras - mine-cart action *et al!*



CLUES TO THE PAST

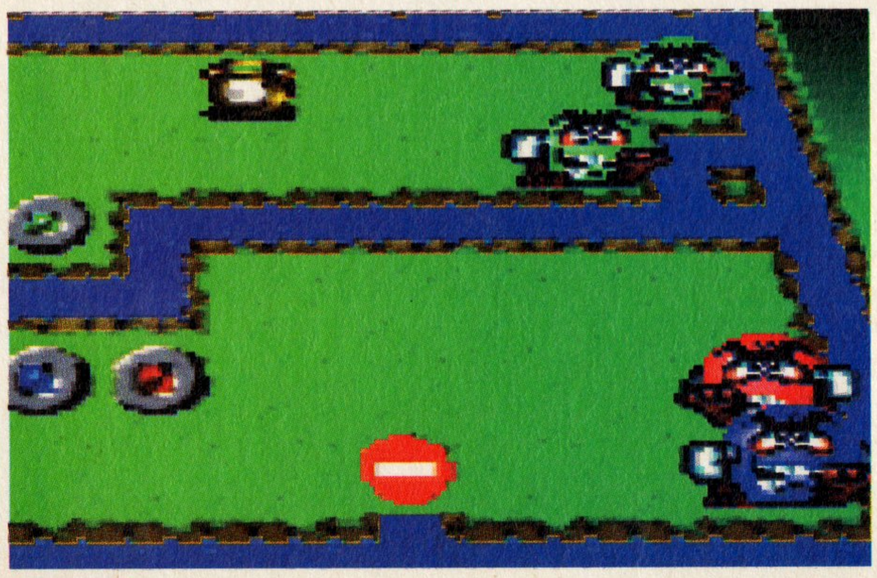
Unlike previous Joe and Mac adventures a certain amount of time is taken up popping into huts for some advice about where to go, who to see or what to get. A bash of the gong and in you go!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

A puzzle game it most certainly is but how much of the grey matter gets a servicing is another matter altogether. Here's a brief but academically sound preview of The Brainies...

THE BRAINIES

Colours make this puzzle game what it is. Brainies are either red, blue, yellow or green and the aim is to get them from their starting point to their base, indicated by colour naturally. This isn't always easy because Brainies might get in each others paths, there might be obstacles and so on. Players have a certain time to solve each puzzle. There are loads in all getting gradually more difficult as a player progresses.
It really is as 'simple' as that.
This is the kind of puzzle game that would make a great Game Boy title, but whether it justifies the capabilities of the Super NES is questionable. It looks a bit on the dull side. Should things brighten up we'll be sure to let you know.



(ABOVE) *There's only 'Yellow' to make his way home now. He needs his mate's help though.*

TICK TOCK

Because everything is against the clock, The Brainies features pick-ups like extra time if a puzzle is shaping up to be a toughy. Puzzle areas might also include no-entry areas and involve using the Brainies available on the screen in strategic and cunning ways.

(Average Bear)

(Yogi™ Bear)

Accept no substitutes.

Hey Boo-Boo™, don't settle for some bogus Yogi™! Help America's favourite cartoon bear save Jellystone Park™ from a grizzly end. Report to your local retailer for Yogi™ on Super NES® and GameBoy® ...smarter than the average game.

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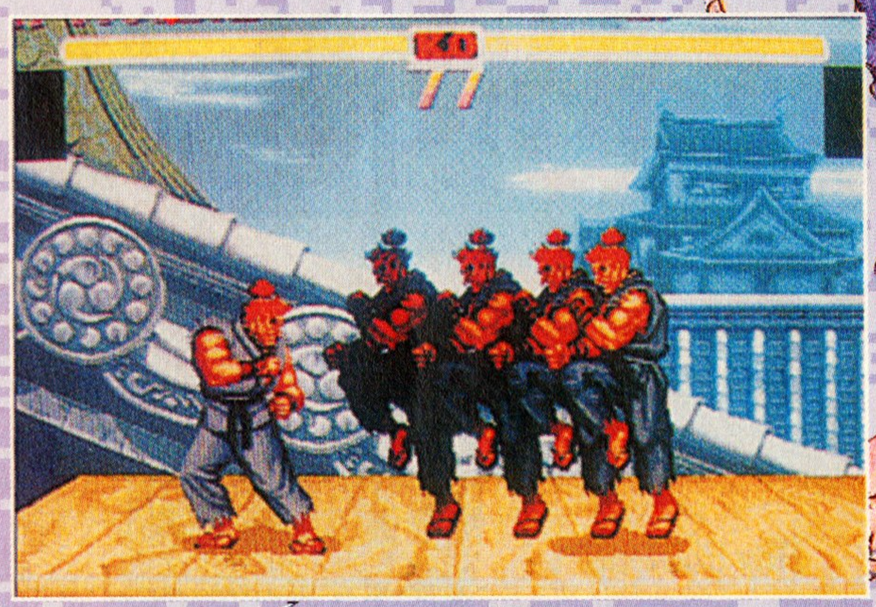
GARY'S GOSSIP

SOMEONE HAS UNPLUGGED THE DARKSTALKERS COIN-OP, GIVING ME MORE OF AN EXCUSE TO DAZZLE YOU WITH MORE GAMING SNIPPETS THAN EVER BEFORE!

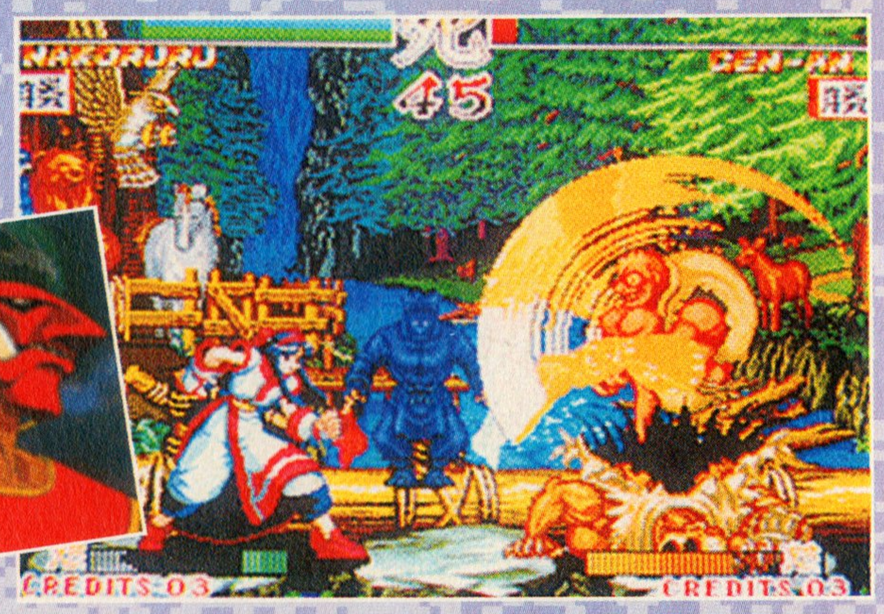
AKUMA: HOW?

The thousands of phone calls about the new cheat that enables players to select Akuma in Super Street Fighter II Turbo are the most NMS have ever received on one subject! For those who don't know yet, NMS will now reveal all. After you've selected your speed setting use the joystick to highlight Ryu for several seconds. Then highlight T. Hawk, Guile, Cammy and back to Ryu again. Now press the start button and all three punch buttons together and Ryu will then change to the shadowy figure of Akuma. Don't forget, each character should be highlighted for several seconds and the start and punch buttons have to be pressed simultaneously or the cheat won't work. Akuma's moves are identical to Ryu's with the exception of the Shadow dance technique which is performed in the same way as Dhalsim's Yoga Teleport.



SHODOWN IN SEQUEL SHOCK!

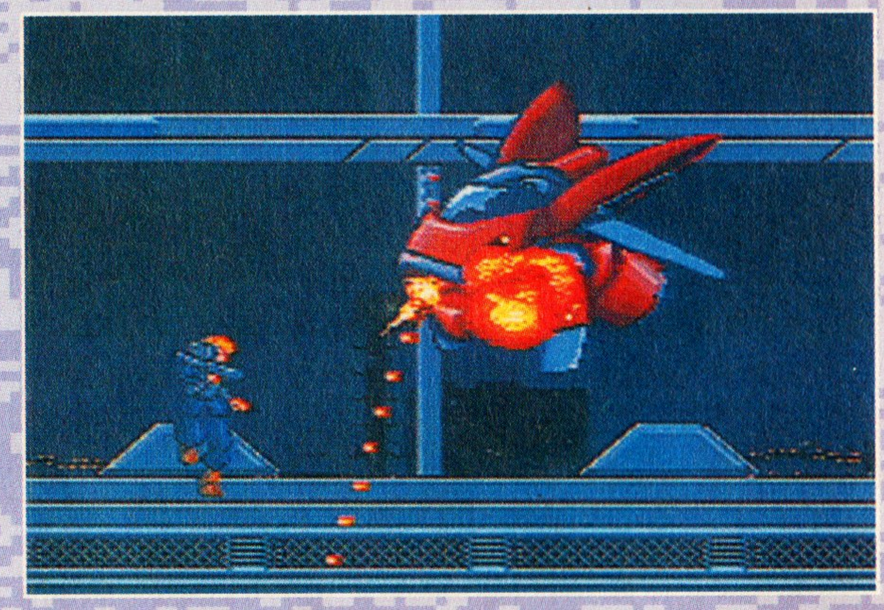
Our exclusive Samurai Shodown preview is just the tip of the katana-based action iceberg this month. NMS can exclusively reveal a new arcade version and a smart anime series. After Samurai Shodown was awarded the title of best arcade game of last year by the Japanese amusement press it was only a matter of time before a sequel was developed. SNK have now unveiled Samurai Spirits Battle! The game sees the return of the original 11 fighters along with four new mystery challengers who I know nothing about! What I do know is that the game has improved sprites, new backgrounds, more methods of mayhem and more blood than ever before. Start saving your sheckles for this one, it's going to be huge!



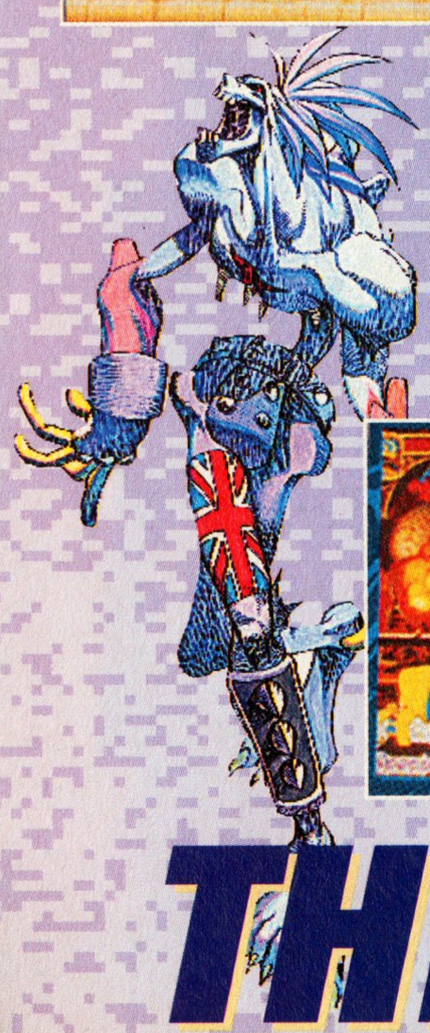
(ABOVE) Nakaruro is amazed as NMS were to discover Genan's regenerative powers that allow him to rise from his corpse! Aaaarrrgghhh!

TOP FRUIT IN GAME SCOOP SCANDAL! SUPPOSEDLY!

Masumune Shirow's manga epic Appleseed is due shortly on the Super NES but early shots don't look very promising. Hopefully the game will improve enough by the time NMS gets a copy.



(ABOVE) Hanzo and Galford have to face each other yet again! Expect more mind-numbing sword to cod action from the 200 meg Samurai Spirits Battle!



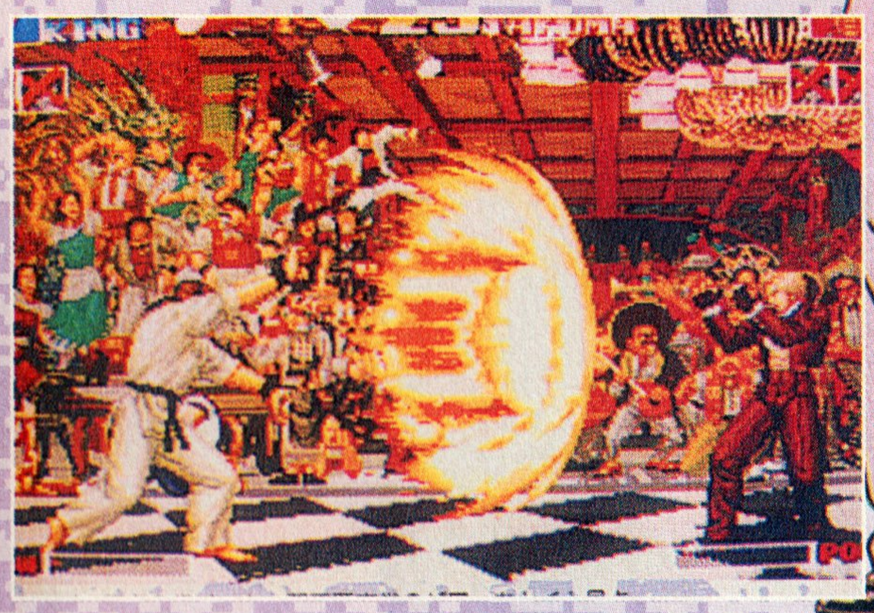
DARKSTALKERS DISASTER!

Capcom insiders have revealed that the cracking coin-op Darkstalkers is to be converted to a console format but it's unlikely to be Super Nintendo! What! Don't they realise that the Super NES is the greatest console on the planet today. NHS now kindly steps in to provide some screenshots of the Darkstalkers bosses to ease the pain for Super NES owners everywhere.

THE LATEST NEWS FRO

THE KING OF FIGHTING GAMES!

SNK is famous for smart fighting games like Fatal Fury and Art of Fighting 2 so it's no surprise that their latest smasher takes fighting games to new heights! King of Fighters '94 features 24 fighters split into eight teams. Each team has three choice fellows from around the world and you must challenge the other teams in shocking 300 meg battles that really are something to see! King of Fighters '94 has plenty of new fighting fellows as well as incorporating characters from Fatal Fury and Art of Fighting. Imagine a Fury team with the likes of the Bogard brothers and Joe Higashi locked in combat with Ryo, Robert and Takuma Sakasaki from Art of Fighting 2! Beat 'em up fans have never had it so good!

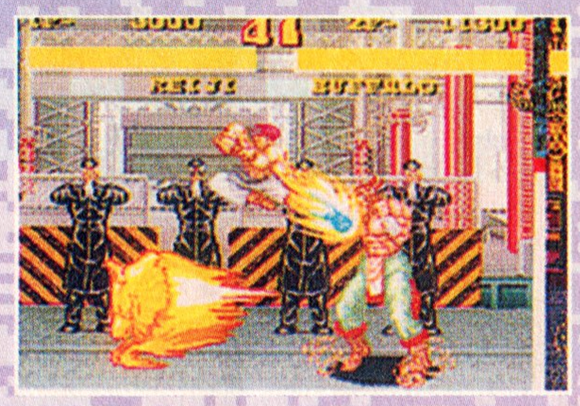


(ABOVE) Takuma doesn't need a Rage Gauge to unleash the mighty Kooh-Ken fireball attack to King's chops!

PULL THE PLUG ON POWER INSTINCT!

The average coin-op Power Instinct is due shortly on the Super NES. Since it wasn't much cop in the arcades I'm not expecting great things from it. If by any chance you did enjoy the game you've got two things to look forward to as a coin-op sequel titled Power Instinct 2 is soon to arrive on these very shores!

(ABOVE) Power Instinct on the Super NES. Yawn.
(BELOW) Power Instinct 2 in the arcades. Double Yawn.



(BOTH PICTURES ABOVE) Kim Kap Hwan is joined by two new colleagues from his homeland of Korea. One guy is a huge portly chap with a ball and chain and the other fellow looks like a 90 year old Freddy Krueger!

THE KING OF ANIMAL PLATFORMERS!

NMS has kept pretty quiet over Virgin's forthcoming Lion King game which is due shortly. This isn't because the game is crap but just the opposite! NMS has been patiently waiting until we had enough on the game to put together a superb and exclusive review. So expect plenty of Lion King shenanigans next month. Hurrah!

WILD WEST WINGS ON IN!

Just in from Japan is Natsume's cowboy jape Wild Gun's. It's quite smart and the full review is just one month away!

(ABOVE) Only a few days before our deadline and this arrives in the office!

JAPANESE VIRGINS

Virgin recently set up a office in Japan and I've caught a glimpse of their rather intriguing Super NES line up. They have decided to develop awe-some action titles such as Super Mahjong and an interesting horse riding game called Battle Jockey! Actually the latter seems quite a laugh so keep your fingers crossed for a prompt U.K release.

(ABOVE) Cool looking horse riding game that has jockeys battling through tracks all over the world!

TECMO TRY AGAIN!

Tecmo are set to storm the Super NES with a whole host of sport-ing titles this Christmas with Tecmo Super Bowl 2 and Super Baseball leading the field. Most of Tecmo's interesting projects, however, are slated for arcade release. Ones to look out for include Eight Forces, a two player vertical blaster, Ninja Gaiden II and V Goal Soccer. Um, can't wait!

Well, I've exhausted my gossip files so it only leaves me to say

Until next month, fact fans... UP YER KILT!

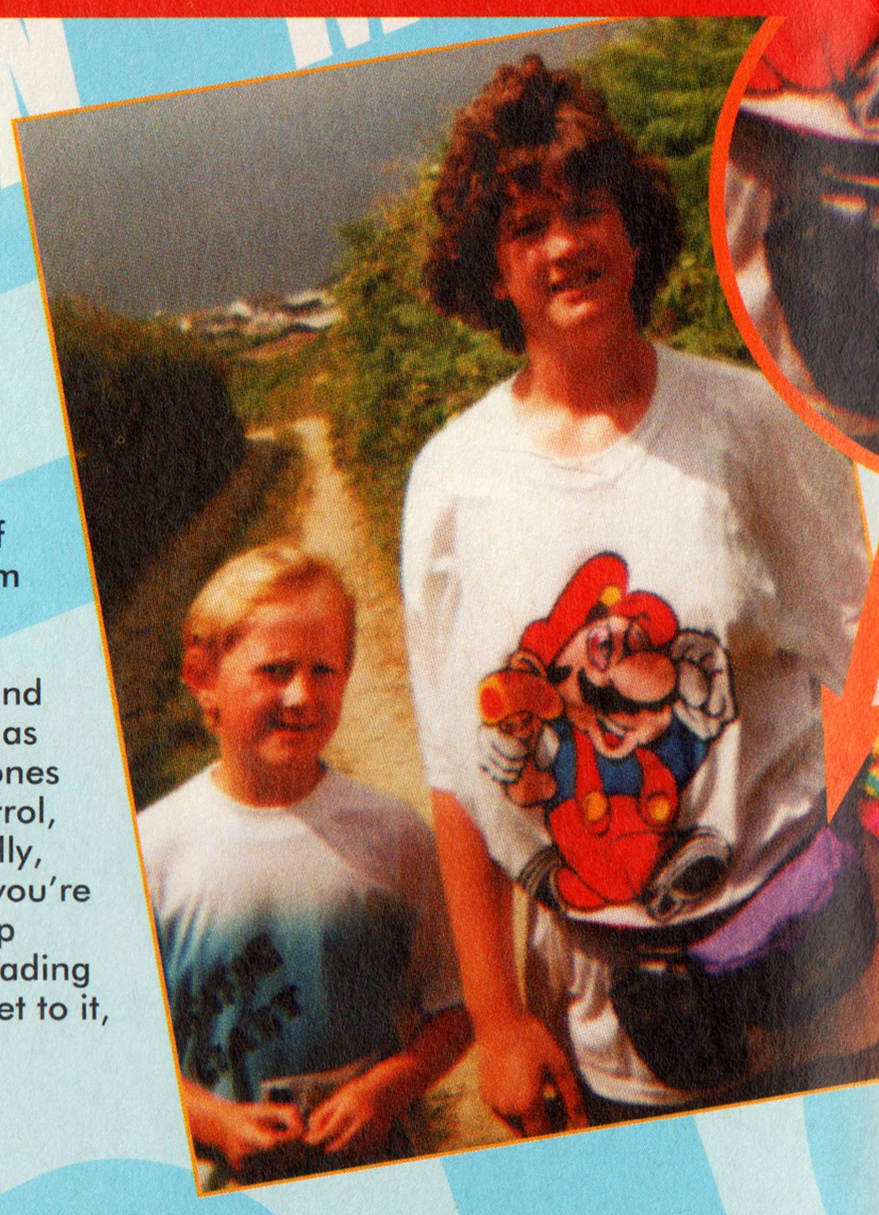
M THE GAMING WORLD!

Nintendo

PEOPLE SYSTEM

WELCOME

Have you noticed just how good Nintendo games have been getting lately? Have you also noticed how much better still they look like they are going to be in the very near future? And have you noticed that all your mates who once boasted proudly that their new M*ga CD is "a significant leap forward in gaming technology" are now walking around with something of an embarrassed look about them? Moreover, have you noticed the advances that have been made that enable your current machine to perform things that only the "new breed" of machines are supposed to? It all makes you feel like a bit of a smarmy git doesn't it? But have you noticed just how much fab stuff we've managed to cram into this issue as well? Stuff like EXCLUSIVE reviews of Super Jedi and Earthworm Jim as well as first looks at Indiana Jones and the cool Ghoul Patrol, to name just four. Finally, have you noticed that you're still reading all this crap when you should be reading the rest of the mag? Get to it, you fools!
ANDY



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THANKS TO JACQUI AND HER MARVELLOUS BUN/OVEN NEWS, THE POWER RANGERS FOR SIMULTANEOUSLY MAKING PAUL'S LIFE BLISS AND PURE MISERY FOR REST OF US, WARREN HARROD FOR BEING JUST A BIT GOOD IN THE JAPANESE DEPARTMENT AND PUPPY SHUNKLES
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NMS Guide to talking "Ga". Pt 2
Welcome once more to the strange and frequently perplexing world of Gary Harrod. This month we will learn one of the staples of "Ga" - the question of dubious parentage, let us begin: Repeat after me "I saw your Dad...". Got that? Now try this "...He was down the docks doing favours for sailors". Now put the two together and practice saying it. However, we recommend you avoid saying it in the presence of either Policemen of any description or the school bully.

THE ORGANISATION

When we say the NMS 'Crew' we tend to mean it more literally than you might think. They aren't only devoted games players and magazine producers. No sir! They're also part of the biggest 'family' in the city. Every last one of them believes in living fast, dying young and leaving a respectable looking corpse. Let's take a closer look at their Organisation...

ANDY MCVITTIE: KING OF THE HILL

Andy first made his name at the NMS offices by performing some spectacular drive-by's on EMAP publishers along Farringdon Lane. He'd cruise up and down in his huge boat-like car, buzzing with the base of a £5000 car-stereo and pick them off during their lunch hour. With the Organisation now well under his control, Andy is a wiser and mellower man. He's recently accepted the responsibility of Godfather to Paul's first-born, Frankie.
CURRENT FAVE GAMES:SUPER JEDI, GHOUL PATROL, EARTHWORM JIM
FAVE GANGSTER:Henry Hill (Goodfellas)

COOL OR FOOL? PART TWO - THE BUM BAG

Do you know these people? We here at the Fashion Police are particularly interested in the female on the right. As this photograph shows she has been wearing a bum bag in public! This is an A-category offence! Yes, style watchers, we can exclusively reveal that there exists, in the darker corners of society, an underground collection of individuals dedicated to the preservation of this vile item. A "secret club" where photos like this change hands for vast sums of money; Where clandestine gatherings of like-minded individuals meet to desport their latest ass-accesory. We suspect the mystery female shown here is the ring-leader. This vile practice, and others like it, must be stamped out. I mean, just witness the look of abject embarrassment shown on the young man's face - he is now scarred for life by the experience. Children should not be subjected to such horrors, readers, and together we can prevent such tragedies recurring. If you have a friend with a less than healthy penchant for all things crimplene, or who insists on stitching leather-look elbow pads to their corduroy jackets, take a picture of 'em and bung over to us at: MY DAD STILL THINKS FLARES ARE BACK IN, HERE'S A PICCIE OF HIM, I HAVE ALREADY INSTIGATED LEGAL PROCEEDINGS. COOL OR FOOL, NMS PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

LIVE 94: COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH!

How many times have you thought "I'm so hard at games, I bet that I could thrash the kecks off any of those wimps at NMS"? Well very soon you'll have just such an opportunity when the mighty NMS machine flexes its gaming might at LIVE '94 at London's Earl's Court. The show runs from Tuesday the 20th of September and concludes on Sunday the 25th. We'll all be there all day Saturday, where we'll be demonstrating our more than ample prowess on several of Nintendo's latest games across a series of four massive "prizes-galore" challenges. The Nintendo Challenger will be there too for the sad losers to console themselves. So, if you think you're a bit "tasty" when it comes to gaming you know where to come. It's too good to miss!

RATINGS GUIDE

96-100 Yes why not! It's a hot afternoon after all. Mine's a pint thanks...Ahhh. A real satisfying thirst quencher! It's wonderful isn't it when you can enjoy a social drink without the need to go crazy or be stupid about it. Lovely!

91-95 ANY GAME SCORING 91 PER CENT OR ABOVE IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
Oh, ok then. It is such a lovely day after all... No, I'll buy this round. No I insist. I don't have much money but if you can't treat yourself to a couple of pints now and then, what's the point eh?...Excuse me, barman!...

86-90 ...I'm not sure whether it's such a good idea to have a third pint. I don't want to spend too much money and I really should be getting on with the days chores...Yes, I suppose it is really hot and stuffy out, and sitting here is very pleasant...Oh what the hell then! Get em' in...

70-79 ...Right! My round then! Come on drink up! I'm gonna have a chat with that bird at the bar...Eh up love! Couple of pints if you don't mind barman. Nice day eh dear?..

60-69 ...Nahh, you're talking rubbish. Look, this is how it is right and I know. If you stick just one up front and get the midfielders pushing up more you'll - 'ere hang on, wass these empty glasses!? Time for you to get 'em in mate!.

50-59 ...No mate, I mean it. I really respect ya. Na straight up I do. I mean we don't say this sort of fing enough ya know. Na I love you, you're me best mate!...'Ere, I'm gonna buy you a drink!...

40-49 ...Whahey!...What's the time? Only half eight? Nice one! We got two more hours still. Right get em' in!...Out of money?! 'Ere, take this twenty quid and sort us out....Nahh, course I can afford it. It's only money! Oi! Barman two more pints o' cookin' now!

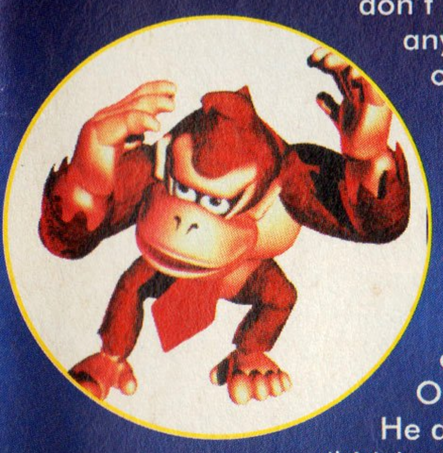
30-39 GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
...Like, I loved her ya know and...heh! Life eh? I just didn't get the breaks...No one understands mate, ya know? No one cares but us mate. Me un' you 'gainst em' all eh?! I'll get you a refill...

20-29 ...Yea some chips as well, and can I have some chilli sauce on the kebab mate...

0-19 ...Bleeurrghh!!...

PAUL DAVIES:THE RIGHT HAND MAN

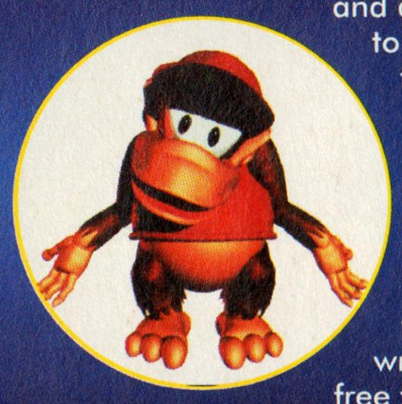
The man who walks behind the man who whispers in his ear. That's Paul Davies. He's never pulled a trigger in his life and the family don't respect him any less because of it. Paul sees the Organisation from the business angle and sets up meetings with other Organisations. He deals with the 'hit's' using his own personal heavy mob, the Power Rangers.



CURRENT FAVE GAMES:EARTHWORM JIM, STUNT RACE FX, POWER RANGERS
FAVE GANGSTER:Carlito (Carlito's Way)

GARY HARROD:THE HOT HEAD

Some say he's got too much to prove but you won't find a more trusted member of the Organisation. People aren't fond of taking lunches with Gary though because he always takes them to an out of the way Italian restaurant and disappears to the lavatory after five minutes where the sound of something being wrenched free from behind the toilet proves ominous. He also keeps mumbling "sleeps with the fishes" to himself. Hmmm.



CURRENT FAVE GAMES:GHOUL PATROL, ART OF FIGHTING 2
FAVE GANGSTER:Mr White (Reservoir Dogs)

PETE BARRELL:THE LAWYER

The Organisation have only recently began to trust the new 'suit'. The previous Lawyer left after finding the heads of his two pet hamsters at the foot of his bed. Before Pete was accepted, Andy made sure his family was traced all the way back to the 'old country'. Gary still likes to keep the new guy on his toes with his "Funny how?" conversational technique.

CURRENT FAVE GAMES:MORTAL KOMBAT II, RETURN OF THE JEDI
FAVE GANGSTER:Vito Corleone (The Godfather)

THANKS TO MY BRO'

As disturbing as it may seem, Gary isn't the only Harrod the world is exposed to. In the idyllic environs on the Far East, Gary's brother Warren has been informing us of all the latest Japanese console news. Thanks to him we have an exclusive report from the Earth World '94 show, and news on the Super Streetfighter 94 championships and Streetfighter battle action world. Not only this but Warren will continue to keep us posted on the latest gossip and news from Japan. Brothers aren't all bad eh!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

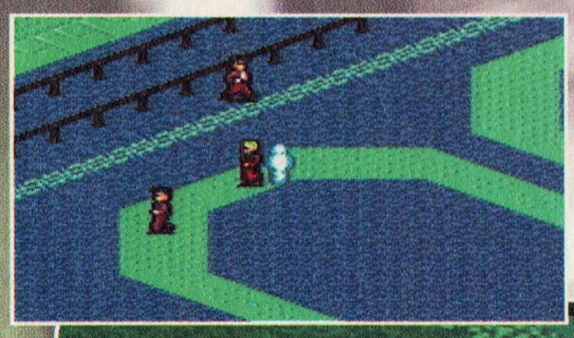
Want an involved game? Bullfrog's the name! From the software house behind the classic Populous and soon-to-be-released Theme Park (see Work in Progress this issue) comes the hit computer title, Syndicate. Now it's getting the Super NES treatment. NMS checks it out.

SYNDICATE

Set in the future, Syndicate is a mixture of involved strategy and platform action. As a new hotshot in a crime Syndicate, the player makes use of cyborg agents to take control of as much of the world's business as possible in any way whatsoever in the battle for commercial domination. To make his agents more effective on missions, the player is free to improve any part of their body or weaponry, providing he can finance it of course. There are 50 missions in all and 50 cities in which to carry them out, each mission getting more complicated and risky than the last. Set for release this Autumn, look out for more on this in the very near future.

SOUL TAX

Syndicate is very much a game about the joys of remorseless power. Part of the means by which a player collects money together is by taxing the citizens under his Syndicate's control. Be as ruthless as possible in squeezing money out of them, but be on guard for uprisings because they inevitably lose the Syndicate money.



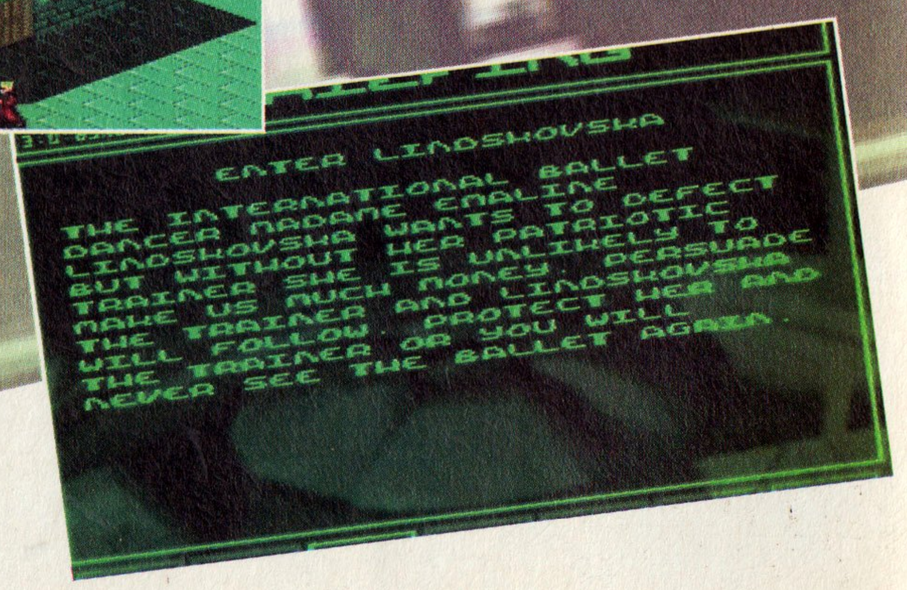
JOIN T

RESEARCH HEAVY WEAPONS..

...AND

A STRING-EM-UP QUARTET

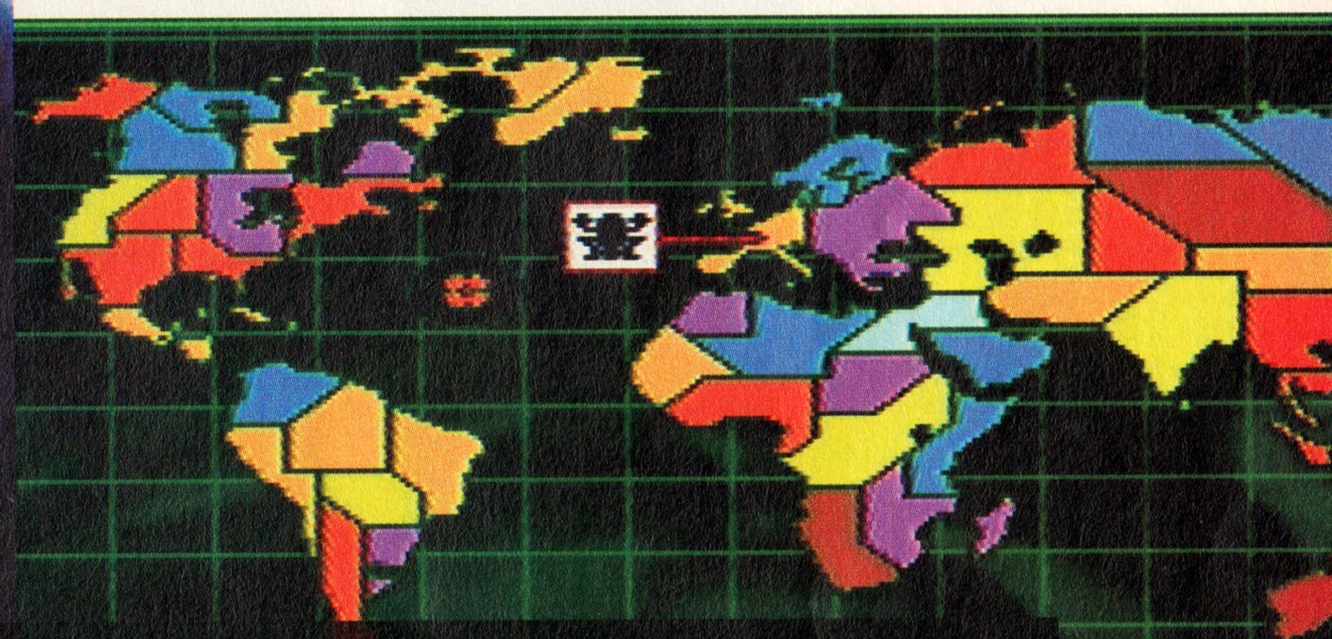
The player has a total of four cyborg agents at his disposal which are quite happy to follow through any merciless demands. You need not use them all on any one mission but one thing is for sure - they all need to be modified in order to improve their abilities in the field. Not only this but they need to be properly kitted out with weaponry, and players should keep a constant check on their IPA (Intelligence, Perception and Adrenaline) levels to ensure they are, like, maximising their potential maaan.


ENTER LINDSHOVSHA
THE INTERNATIONAL BALLET
DANCER MADAME ENALINE
LINDSHOVSHA WANTS TO DEFECT
BUT WITHOUT HER PATRIOTIC
TRAINER SHE IS UNLIKELY TO
MAKE US MUCH MONEY. PERSUADE
THE TRAINER AND LINDSHOVSHA
WILL FOLLOW. PROTECT HER AND
THE TRAINER OR YOU WILL
NEVER SEE THE BALLET AGAIN.

(RIGHT) *F-shoom! Deadly rocket-fire!*

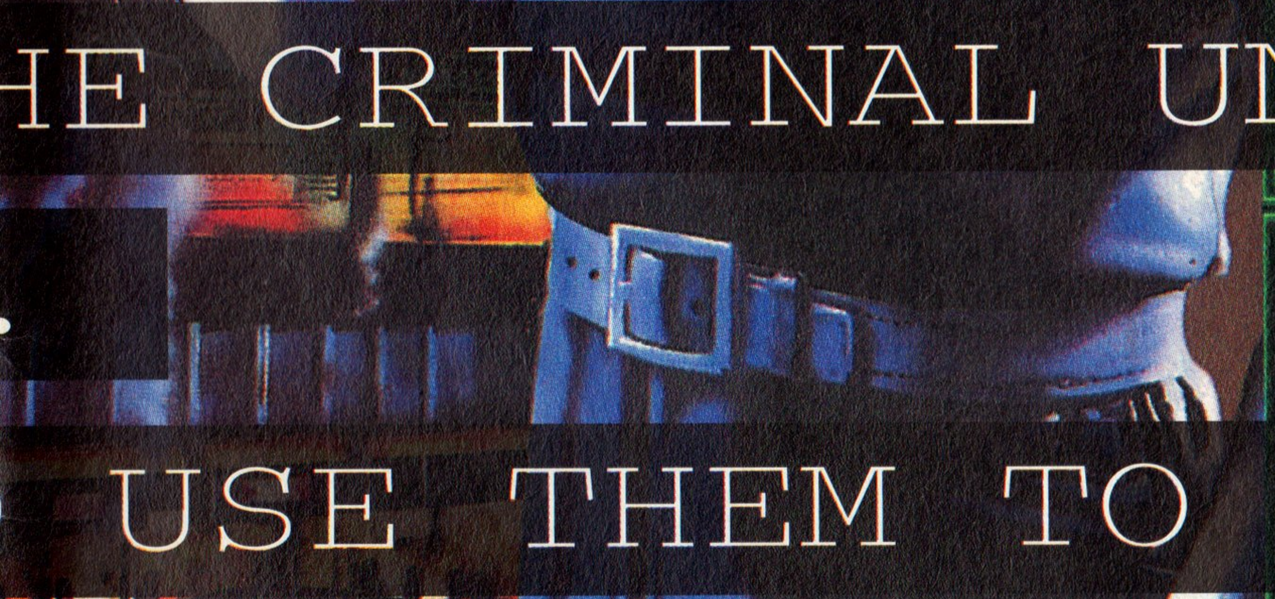
(LEFT) *Some agents carry time bombs. Should they get taken out the bombs self destruct!*

TOMORROW - THE WORLD!
The player begins as a top executive in a small European Syndicate. There are three areas in all, the other two being based in the U.S. and Far East. As a player's success grows so does their power and with it their chance of taking over business in not only Europe but these other two domains.



THE CRIMINAL UNDERWORLD

USE THEM TO KILL PEOPLE



RESEARCH DEVELOPMENT
To constantly update and modify the physical apparatus and abilities of the four cyborg agents, the player is advised to plough some of their money into research. Scientists will then attempt to discover new ways to make the player's agents more effective on missions.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

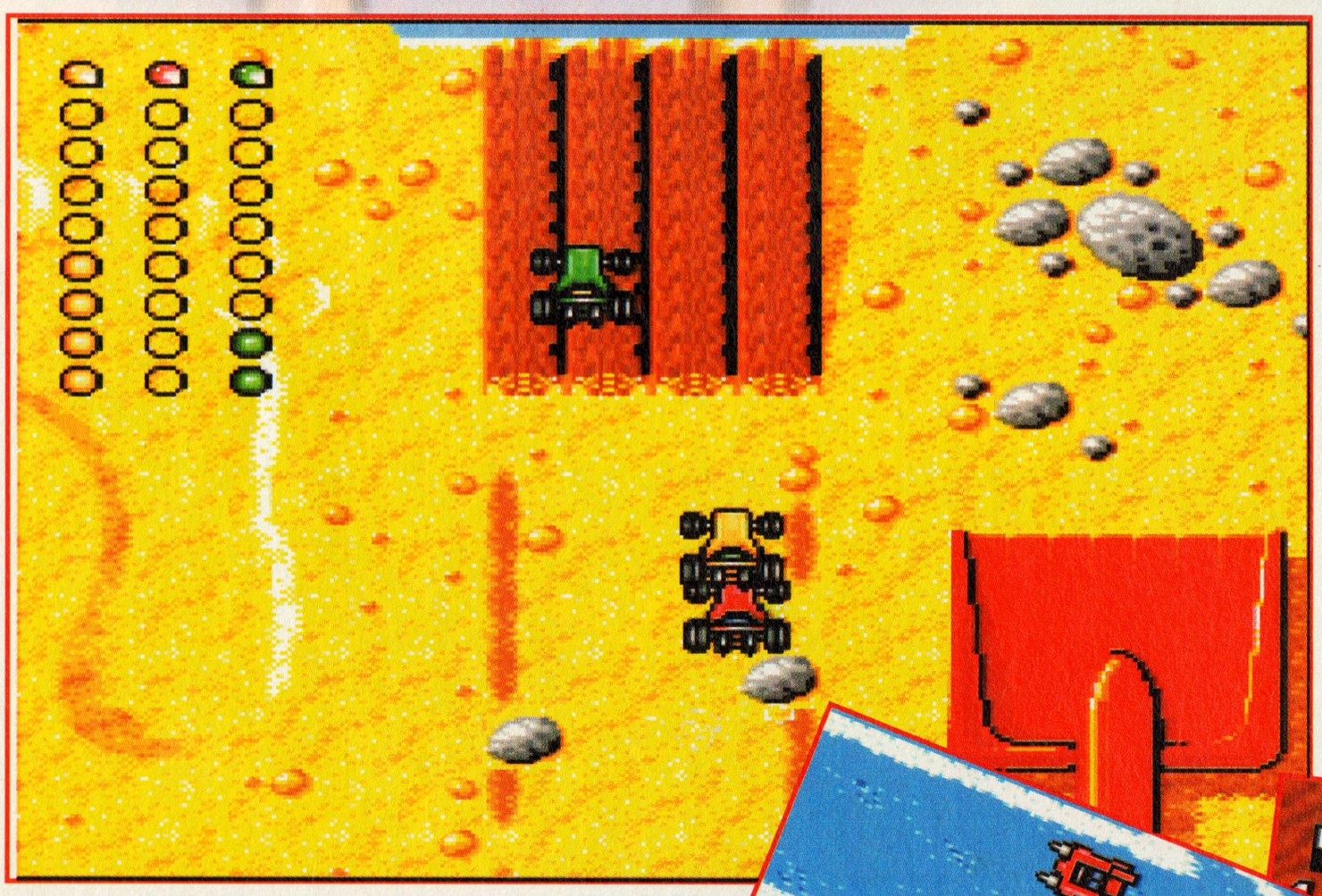
One of the all-time classic NES titles finally puts in an appearance on the Super NES. Can it attain cult status or has the moment been lost? Our exclusive preview should give you some idea.

When Micro Machines appeared on the NES and then the Megadrive, Super NES owners must have been asking themselves why they were left out. Well, ask no more because after much deliberation and cogitation it's finally arrived.

For those who aren't familiar with the game, Micro Machines involves racing toy cars, boats, trucks, tanks and even helicopters around a diverse range of domestic environments. It might be Formula One around the pool table, speedboats in the bath or choppers in the back yard. Whatever the environment, it is safe to say that it won't be the average Sunday drive. The courses are full of traps to fool the unsuspecting or reckless, and the drivers are happy to get aggressive on each others tails. Essentially this is identical to the NES version with obvious improvements in the graphics and animation departments. One very special difference though is that the Super NES Micro Machines features not just two-player but three and four-player action. Expect a detailed review in the next issue of NMS.

WHO THE HELL ARE YOU?!

Players get to choose from a whole number of racers in Micro Machines. Just like real life, some drivers are infinitely better than others and choosing a naff driver obviously acts as a handicap. Four take part in a race. In one-player Challenge mode you get to choose opponents but drivers that keep coming third or fourth drop out and a new driver has to be chosen.

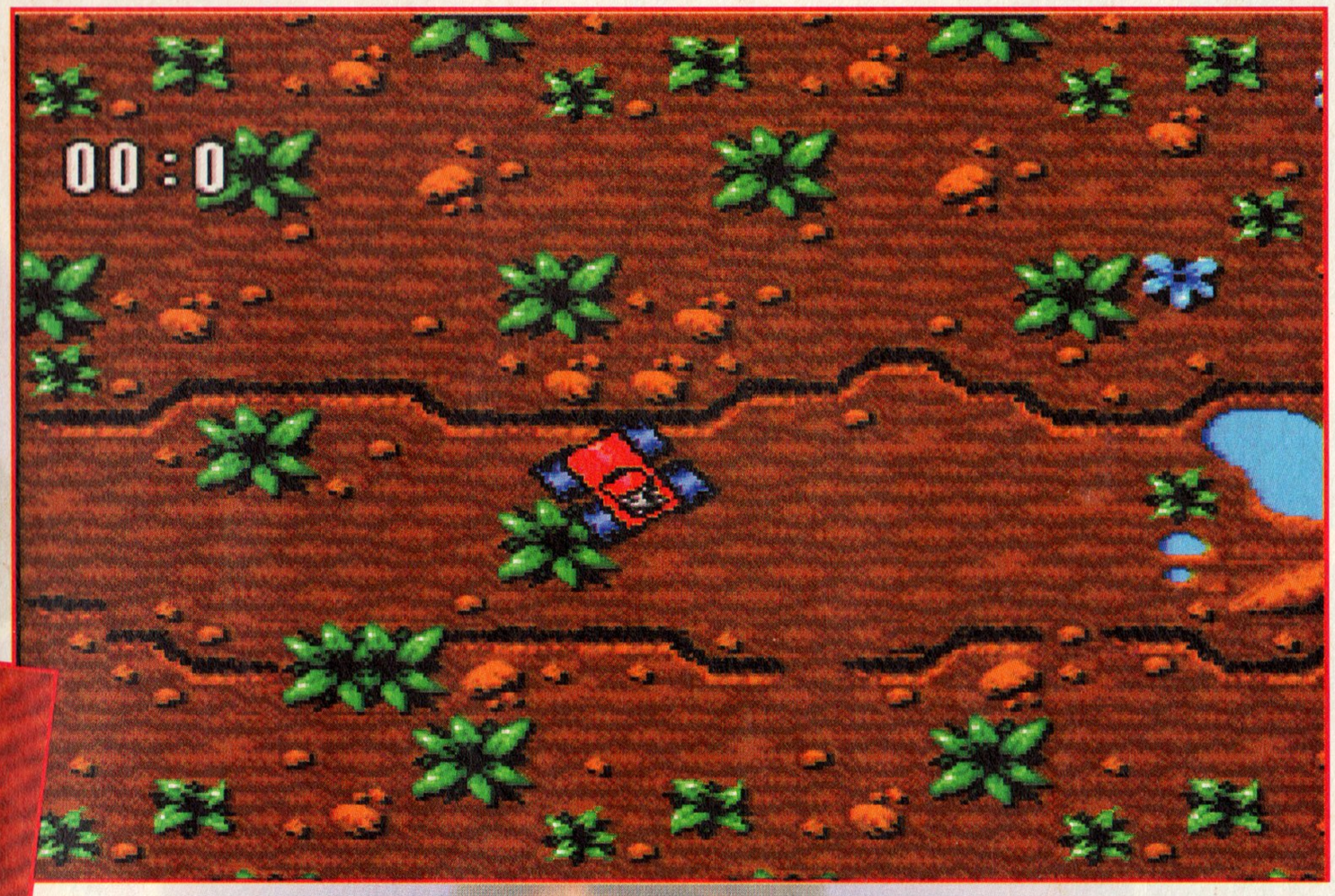


DRIVE TO STAY ALIVE

Every time a player fails to qualify they lose a life. Should they make it to a bonus stage however there is the chance to get one back. Here the race is against the clock. Negotiate the tricky course before time runs out and players earn an extra life.

Micro Machines

● THE CULT CLASSIC PULLS UP TO THE SUPER NES!
● MULTI-PLAYER RACING FROLICS!
● THEY'RE SMALL BUT COOL!

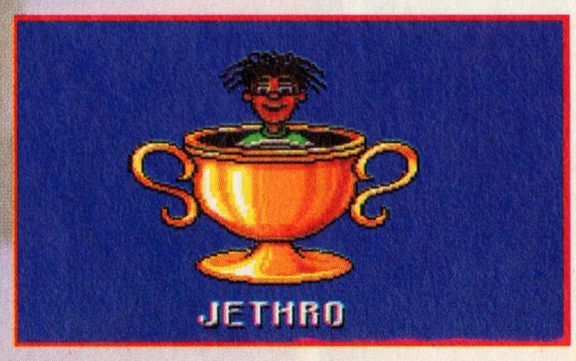


ROUTE DEVIATIONS

As well as options on the quality of the driver there are also choices concerning the standard of the course. Micro Machines has lots of variations on the usual courses to make things trickier for the experienced, be it more household litter in the shape of nails, bolts, marmalade or soap for example, or tougher bridges and ramps to negotiate.

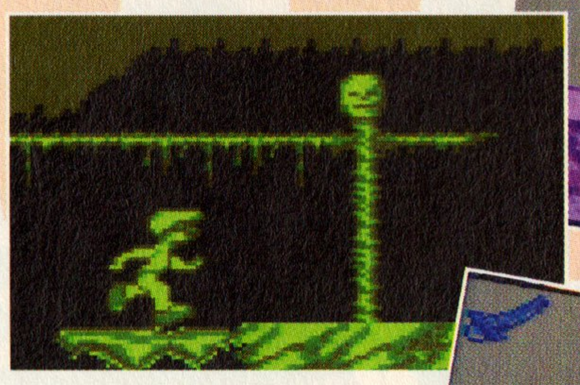
MULTI-PLAYER INTRIGUE

In two or more player the game gets a bit different. Micro Machines doesn't use a split screen as you might expect. Instead, a player scores a point if he is so much faster than his opposition that their slothfulness enables him to reach the edge of the screen. After the three laps are up the player with the most points wins.



the Pagemaster

You know that sad kid who lives down your street in the house with the nicest garden and shiniest car? Well, Fox have just made a film about him. It's called Pagemaster and stars superbrat Macaulay Culkin as the aforementioned drip.



The story follows soft-lad as he runs into a mysterious library for shelter after a particularly fierce rainstorm interrupts his game of - you guessed it - softball. Once inside the library he encounters the sinister Pagemaster, played by Christopher Lloyd. What a spooky fellow he is, readers. Indeed he frightens our faint-hearted fawn so much he runs away but, oh no! He trips up and falls down some stairs, knocking himself unconscious in the process. When he awakes he finds he has been transported to a magical world of books, not only that but he's been turned into a cartoon too! This is his story which funnily enough has been converted into a video game just in time to cash in on the hype sometime before Christmas, which is quite convenient really...

BOOK WORM

What do you do when you wake up, find out you've been turned into a cartoon and are seemingly trapped in a world of literature? You try to escape, of course, and so does Mac. However, in order to do so he must first traverse three book lands, based on the themes of horror, fantasy and adventure. Successful completion of any one of these levels delivers unto our sad young man a crucial Library Ticket and he is able to enter the next level. Hoorah!

YOU ARE MACAULAY CULKIN!
HE'S DEAD SOFT!
FULL-ON MOPPET ACTION AHOY!!

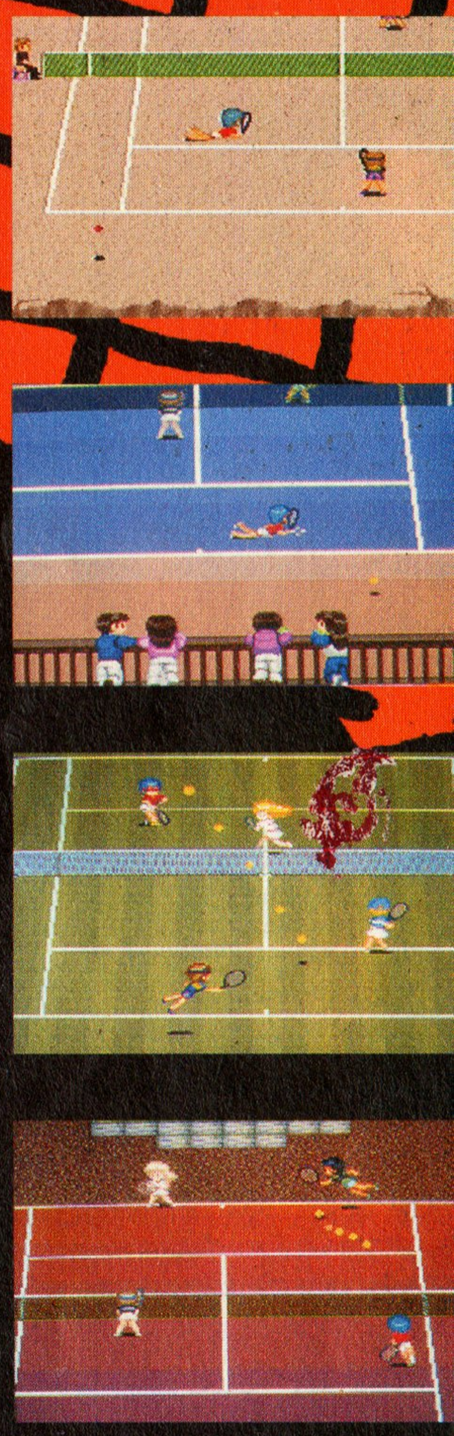
STOP BEING SOFT

Believe it or not, there is a point to this game other than for pure enjoyment's sake. That point is to teach the Macster how to stop being such a wuss. In each of the worlds he visits he encounters characters with which he must ally himself. In the horror level he meets a cowardly hunch-back who wants everyone to be his mate. In the fantasy world he chances upon a wise-cracking fairy, whilst in the adventure land his companion is a gung-ho swashbuckler-type. The point being that through contact with each of these characters he learns a bit more about life and, in helping them escape, becomes a bit braver too. Bet I could have him, though.

HE'S A SUPER BOY

The hawk-eyed among you will have noticed that these shots have a dead fancy border around them. This is because, yep, this is another game that supports the Super Game Boy. Super Nes owners need not feel left out either, as the game is due for release on that too, complete with some rather smart and zoomy mode 7 bits. More on that next month.

SMASH TENNIS™



The adrenalin's pumping, and the crowd is on the edge of its' seat, waiting for you to play Smash Tennis. Jam packed with options and features, with 9 gloriously realistic courts, including grass, indoor, clay, and even a mountain top! Choose Tournament option and play up to four of your friends using the multi tap system, or sweat it out against up to 21 computer opponents, if you dare.

- Super Gamer, Gamer Gold 94% "...its the most fun you can have with a ball!"
- Super Action, 95% "Smash Tennis has more options, more scenarios, more extra touches, and more playability than any other tennis game currently available on the SNES".

namco™ Virgin

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Virgin Interactive Entertainment (Europe) Ltd., 338A Ladbroke Grove, London W10 5AH.

Design & Artwork by Funhouse.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

A forest of question marks is rapidly growing around Street Racer, UBI Soft's most significant release this year – if not of all time. Does it this; is it that; can you do the other? Well, let's see...

STREET RACER

What Street Racer sets out to achieve is incredible: 4-player simultaneous racing with no hint of fatigue on the Super NES hardware; the facility to preview every course from any angle at any depth of field; a Custom Cup in which players get to select their own series of races; full video play-back of all one-player races and still more. Encapsulating all this onto an 8 MEG cart is a pretty incredible feat of programming!

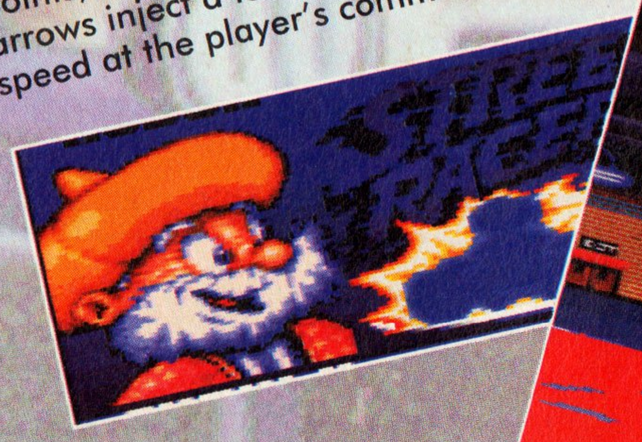
HOT SIXTEEN-WHEEL COMPETITION
FULL VIDEO PLAYBACK - LEARN FROM YOUR MISTAKES!

TWO TOO MANY

Another minor alteration to the game's make-up is the exclusion of four-player soccer tournaments. These are now reduced to a two-player scenario. Having four people chasing the ball proved too confusing, apparently. Still there's always the four-player Rumble to get crazed about; remember - the Wrestlemania on wheels type option?

STAR SPANGLED SPANNER

Since our Work in Progress feature last month all power-ups have been added. Like in Super Mario Kart these are collected by driving over them. Stars are collected by drivers end of each race to increase bonus points, spanners repair damage and arrows inject a temporary burst of speed at the player's command.



UBI Soft are keen to hear from you should you have any questions about Street Racer. Like, 'Are you all mad?' for example. Should you wish to give them a call their telephone number is: 081343 9055

SUPER NINTENDO DEALS

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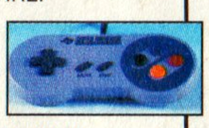

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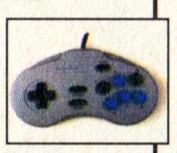

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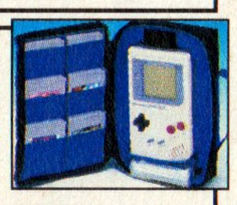

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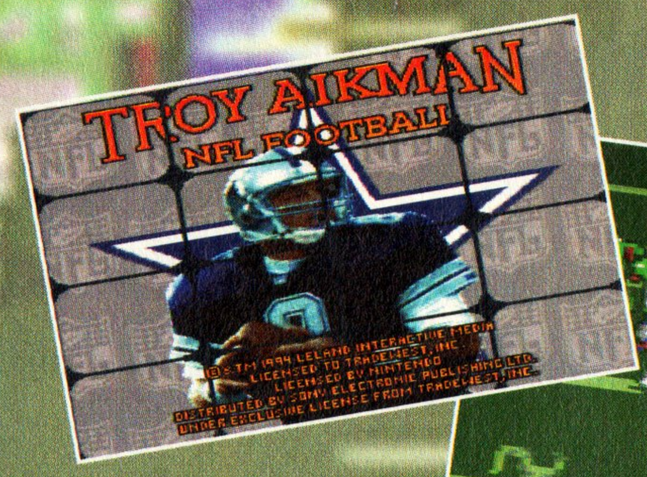
Whoever said football is a funny old game almost certainly wasn't referring to the British variation of the sport. I mean what's funny about 22 grown men kicking a ball around a rectangular pitch? Absolutely nothing, that's what.

Now 22 men dressed in armour with crash helmets on beating each other up in the name of passing an egg-shaped ball ten yards - that's funny. That, coincidentally, is America's top sport and, purely by chance, the subject of Sony's upcoming title, Troy Aikman NFL Football.

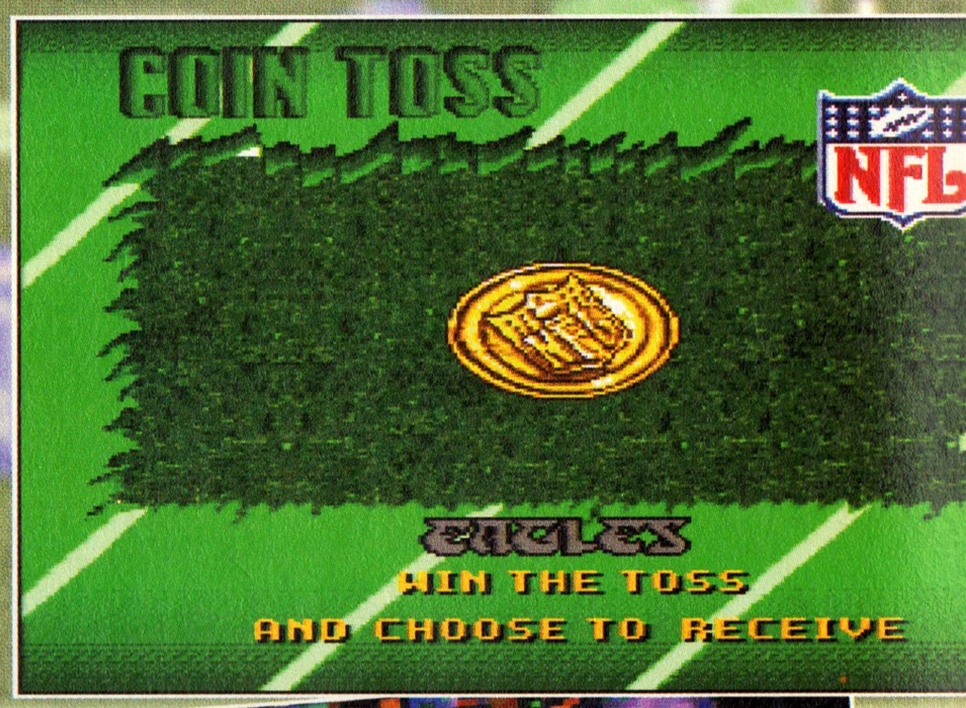


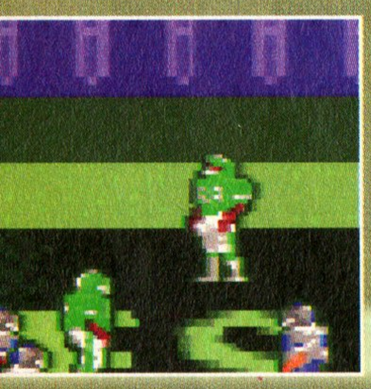
(RIGHT) *Is he hurt? Badly? Good! Now, run! Run like the wind!*

TROY AIKMAN NFL FOOTBALL

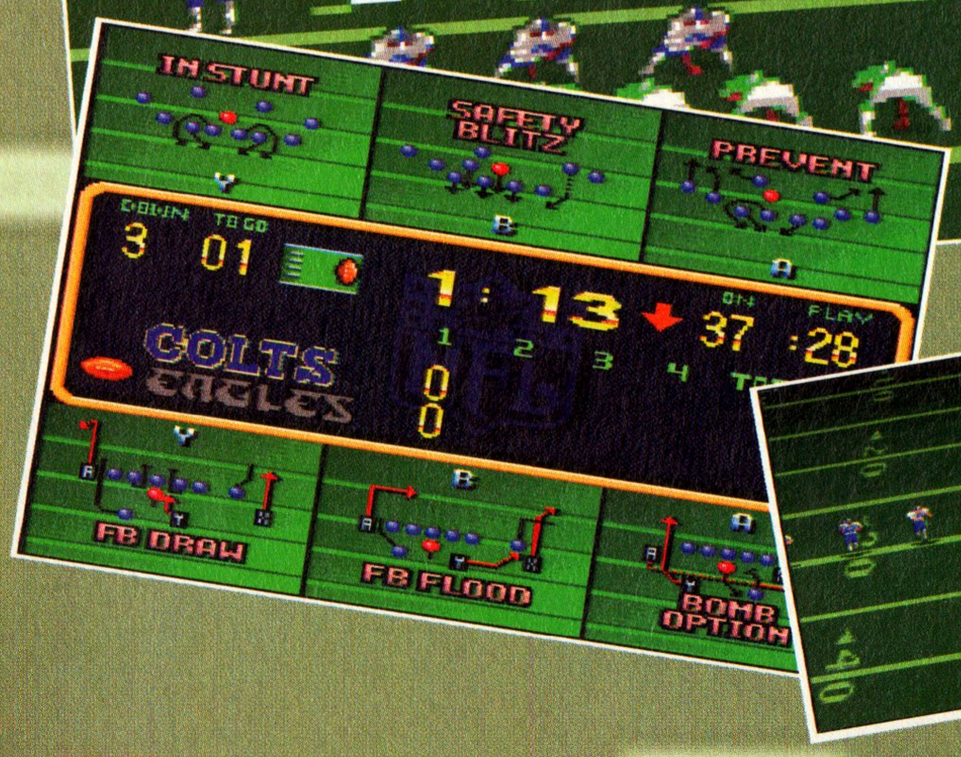
PLAYS FOR TODAY

Troy Aikman differs from some of its contemporaries in offering both players an awesome range of plays - 54 in offence and 27 in defence, which in itself is nothing out of the ordinary. However, you have the option to choose three plays from your inventory which are acessed via the Y, B or A buttons during play. The advantage being that your opponent might know what plays you have chosen, but will never know which one you are about to unleash. Sneaky or what! In adition to this there is a play editor that allows players to design their own moves as well as a bunch of special moves for offence, like stiff arms, spin moves, jukes and corner presses - whatever they are!?





DON HEAVY DUTY BODY ARMOUR THROW YOUR WEIGHT AROUND PRETEND IT'S HARDER THAN RUGBY

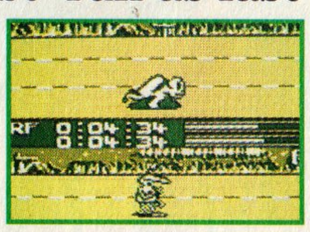


MEET THE OPTION FAMILY

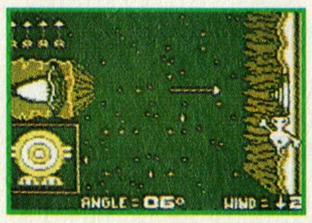
Like any self-respecting Yank Footy title, Troy Aikman is chock to the eyeballs with play options. Pre-match options include the normal choice of team for both you and your computer/human opponent. Players also have the choice of pitch surface from dirt to snow and all that falls in between. You can choose the level of skill you wish to play at - we chose veteran, of course (and got our asses whipped). But best of all you can choose Demo, which is cool because you can pretend to your mates that you know what you're doing while the computer does it all for you.

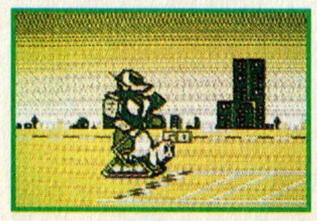
OOIE GOOIE HOLDS ONTO THE TITLE OF BIG BOUNCE CHAMPION!

As our team coach said to me just before I entered the 100 Qbits Sprint - "It's easy... just run as fast as you can.



If you don't win the race you just lose your life." That's the whole shooting match with the Alien Olympics... you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so sure... should I have entered for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled in for the Jetpack Tag. It's too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition fit for the Flob Flob."





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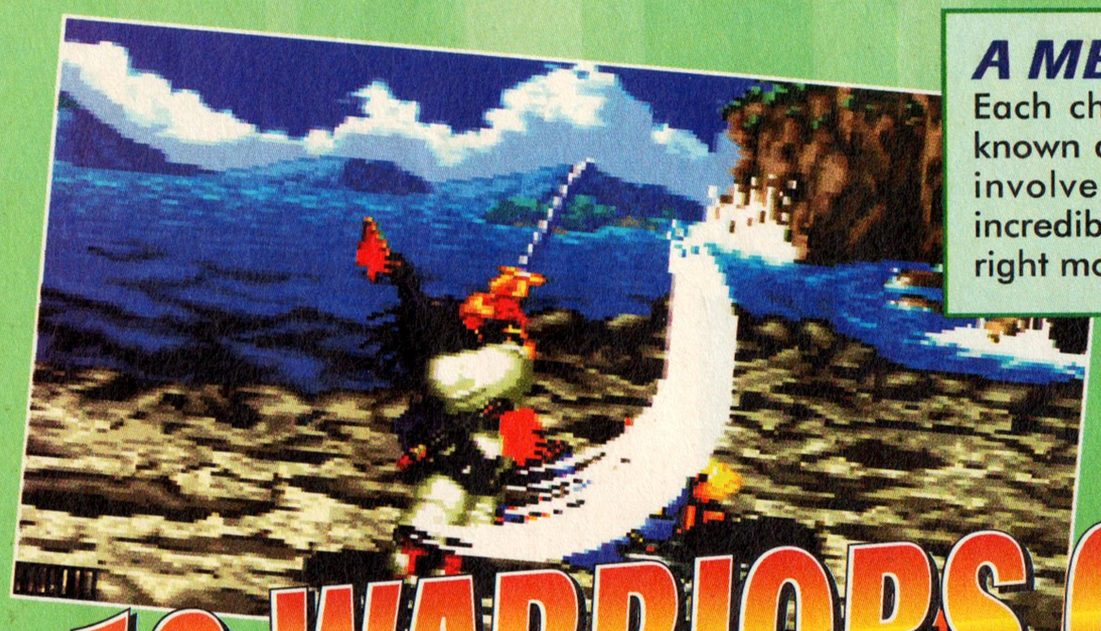
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

S.AMU SI·IOD

Takara's Fatal Fury Special is reviewed in this issue but it's not the only punch up their sleeve. This time it's swordsmanship in question as the blades are sharpened for the legendary Katana battle action game - Samurai Shodown.

There are plenty of reasons to feel frustrated with the world. The poor standard of coffee doesn't immediately spring to mind as one of them though. Nevertheless it's coffee that has brought Yoshiro Tokisada Amakusa back from the dead (he must have eaten spoonful after spoonful to manage that!) to exact revenge on the world. But Yoshiro has forgotten that there are plenty of people with a grudge against him and twelve of them are gathered in competition with the intention, should they prove victorious, of taking him on. In the meantime Yoshiro is appearing in smug coffee ads with Cherie Lungi.

Forgetting the blend of coffee jokes, Samurai Shodown is a one-on-one fighting game involving 12 individually talented competitors, all of which use swords of some description. Taken from the Neo-Geo coin-op, this massive 32-meg conversion sees all the special moves intact and it retains the bonus stages as well. Set for release at the end of this year, expect to read the review next month.



A METHOD TO THEIR MAYHEM

Each character has a selection of special moves known as the 'Methods of Mayhem'. Most of these involve using their weapon. These attacks are incredibly diverse but all equally devastating at the right moments. Here's a taster...

(LEFT) Feel the might of Ha-oh Maru's mighty Cyclone Slash to the cods! Stunk!

12 WARRIORS OF WONDER COLLIDE!

(RIGHT) The tasty caramel talons of Genan Shiranui provide refreshing nourishment during bouts of frenzied combat with family and friends.

A BREAKERS DOZEN

None of the 12 characters possess any personal animosity to one another, but such is the cunning of Yoshiro that before satisfying their grudge against him they must first take on one another. Individually they are a mixture of samurai, ninjas, knights and all-round tough geezers. What they all have in common are their skills with the sword. It shouldn't be taken for granted though because a heavy attack can cause a competitor to drop their weapon. If it isn't retrieved fast the opponent can quickly bring about a demolition. Look out also for a character's 'Rage Gauge'. As a fighter takes more blows it increases enabling them to unleash more power in an attack or special move!

(RIGHT) Poor Galford is the victim yet again. The ninja knight better get his act together.

TAKARA'S 32 MEG SHOCK KA

SAMURAI SHODOWN

EXCLUSIVE FIRST LOOK

MASTER METHODS OF MAYHEM!!

(ABOVE) Twin spear-heads ignited with fire are commonly referred to as Plasma Blades. What! You didn't know?

(BELOW) Galford calls upon his trusty ninja dog, Poppy, to shred Genan's cods to pieces.

AN ARCADE FACADE?

So how similar is it to the arcade game? More or less identical except for a few sacrifices that had to be made. For example there is no sprite scaling on this conversion and as a result the sprites are a little bit smaller. Inevitably the graphics aren't as impressive but that said, the quality of reproduction is excellent. To ensure that real arcade feel, Samurai Shodown even comes with Dolby Surround Sound!

(LEFT) Nakururo sends her beloved eagle, Mamahaha, on a quest to collect the cods of warriors the world over!

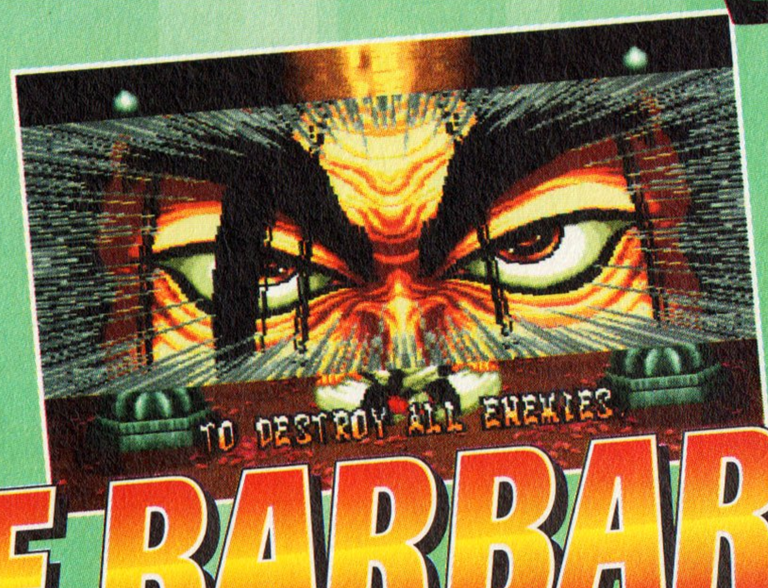
TANA BATTLE ACTION GAME!!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

SAMURAI SHODOWN

CAPTURED PERFECTLY

Samurai Shodown has an ultra-cool intro sequence and it's been translated perfectly to the Super NES. It features Ha-oh Maru contemplating life, the universe and the like then promptly vandalising all the statues and trees for no reason at all!



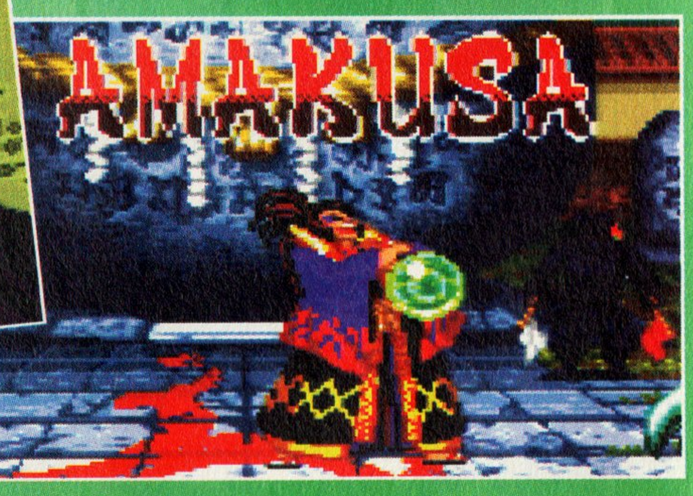
LET THE BARBARISM BEGIN!!

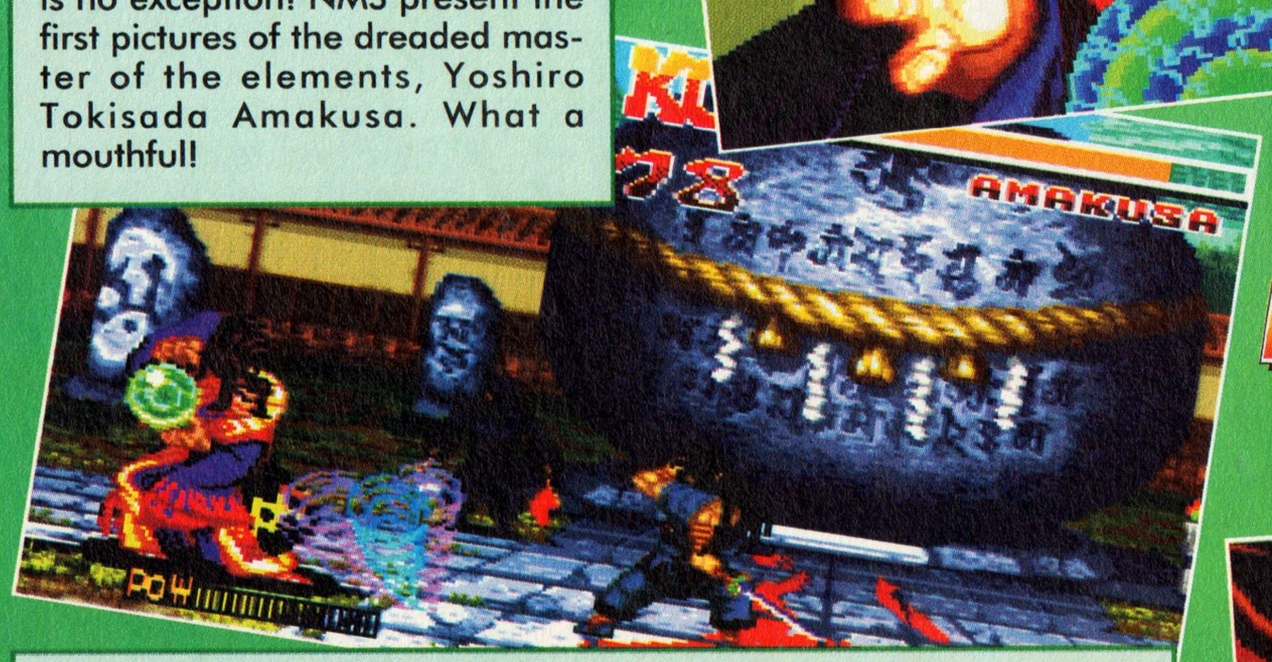
STICKS AND STONES

Beat your opponent then take the opportunity to taunt them afterwards. None of these are as effective as the ones Gary and 'George' come up with in the games room though!

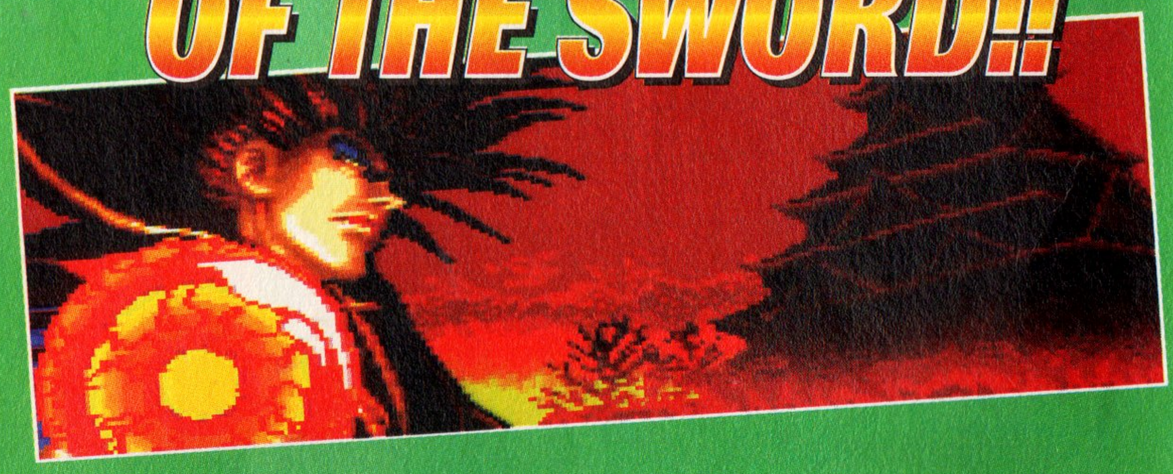
FINALLY...

Like all fighting games nowadays you can expect to find a boss character lurking at the end of the game. Samurai Shodown is no exception! NMS present the first pictures of the dreaded master of the elements, Yoshiro Tokisada Amakusa. What a mouthful!





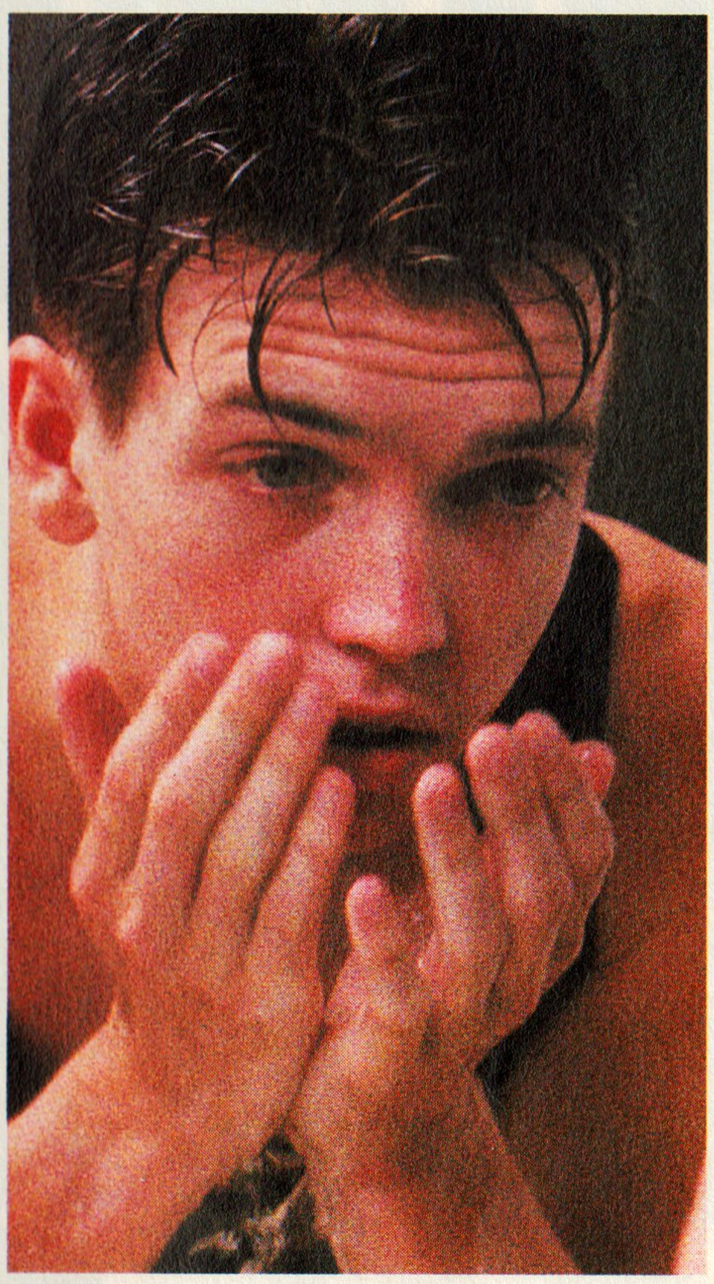
DISCOVER THE WAY OF THE SWORD!!



CLIFFHANGER

You want more information? You require even more pictures and methods of mayhem? Luckily for you we have bucketloads of Samurai Shodown based material that's just begging to be printed and it's all in next months issue! Hurrah for NMS!

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

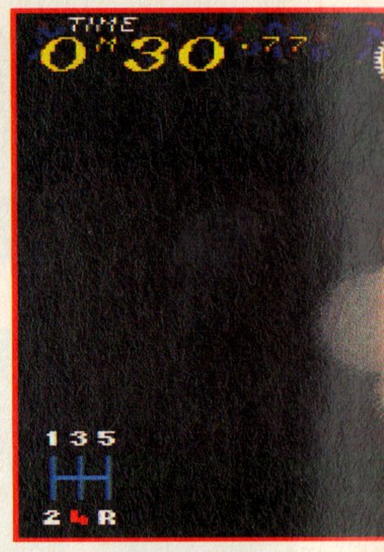
Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM



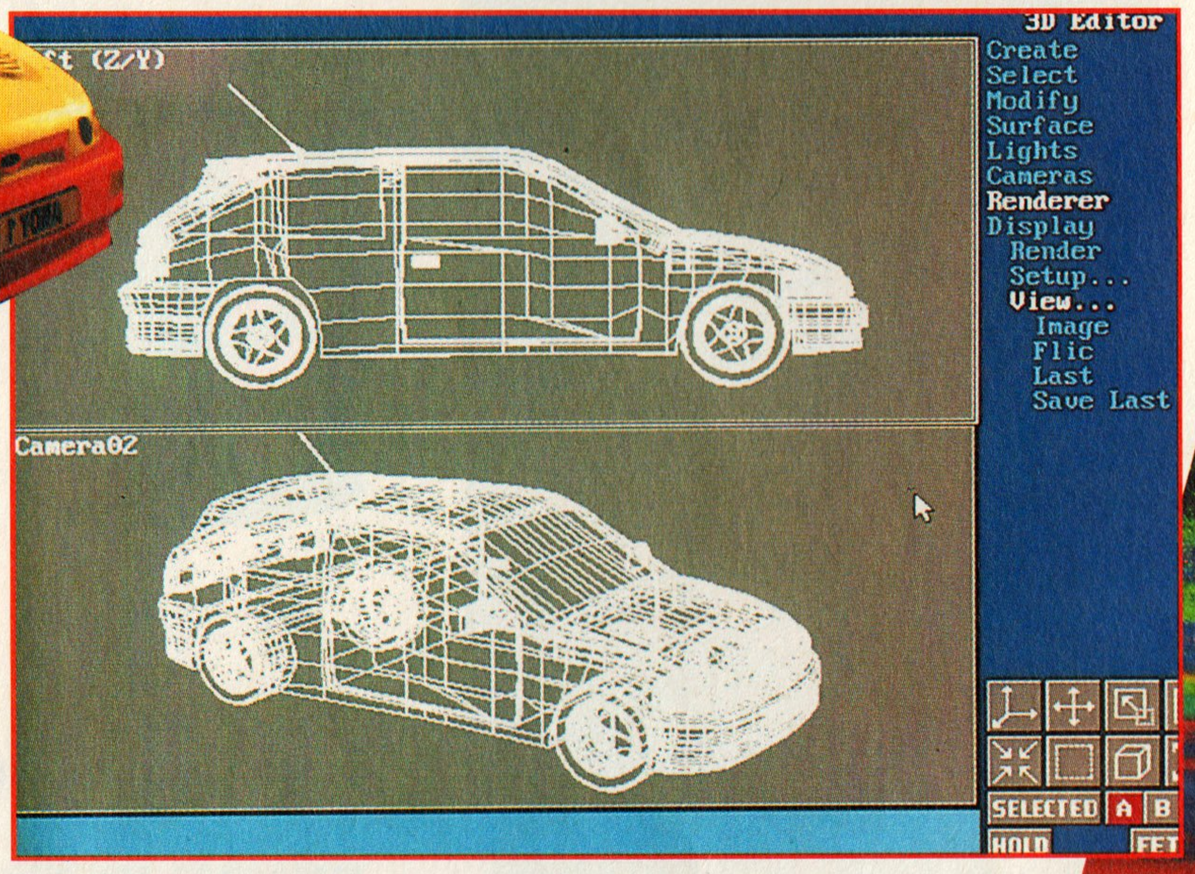
Anyone who's ever sat in front of the telly, transfixed by the daredevil antics of the world's greatest Rally drivers and thought: 'Why doesn't someone make a game about all this, 'cause it's dead cool' need fret no more, because US Gold have answered your prayers.

POWERDRI

Few motor-racing games ever get down to the business of really struggling to contain a three-dimensional vehicle. Often players wind up staring at the back end of some anonymous Formula One racer, negotiating a flat representation of a seen-it-all-before racing circuit. Power Drive promises something a little more earthy than that.

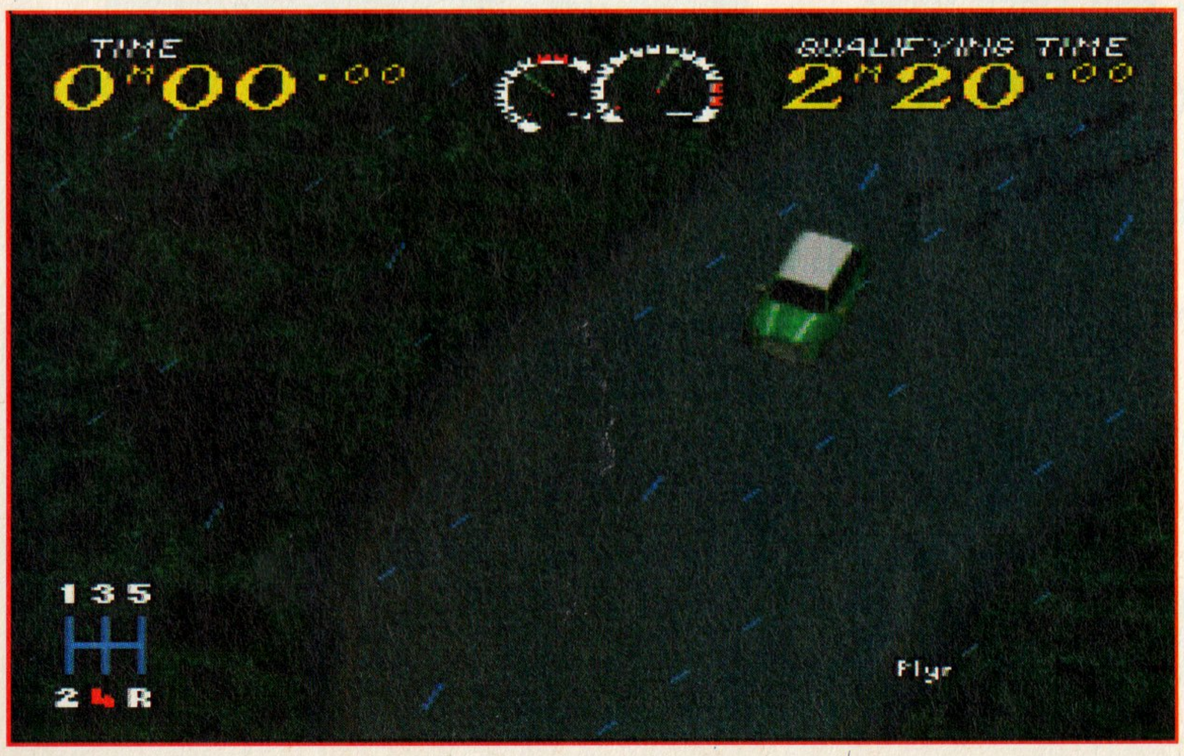
COUNTRY ROAD

Power Drive is described by US Gold as being loosely based around the World Rally Championships. This promises the opportunity to enter one of six, authentic rally cars into six rounds of rally cross action comprising of 50 separate courses. That's big!



CONEHEADS

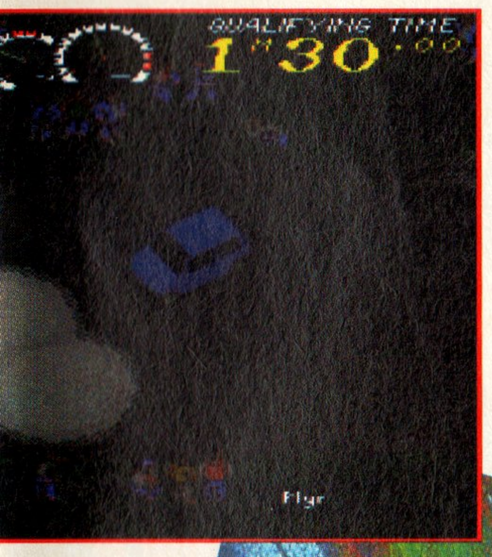
Aside from the 50 rally circuits a further six Skill Tests are set before players as a further attempt to pressurise players into submission. Handbrake turns, slalom courses and stupendously torturous coned-spiral sections require the utmost in concentration.



OF MIDGES AND BIRD DROPPINGS

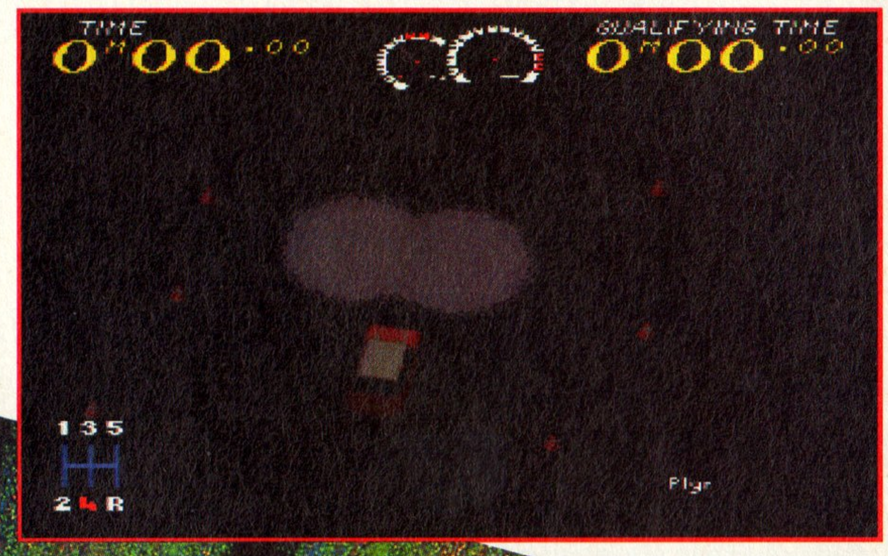
Racing against the clock in extreme weather conditions is part and parcel of Rally Cross. In Power Drive players get to grit their teeth and curl their toes to a mix of snow blizzards, dense fog and pitch-blackness. Though the cars are equipped with high-powered head-lamps, too many hard knocks can smash them, and guess what happens next. Yep - Kerrunch!

US Gold hope they have struck the balance between realism and fun with Power Drive. To find out whether or not they have succeeded, buy issue #26 of NMS. Be RAC-ing ya!

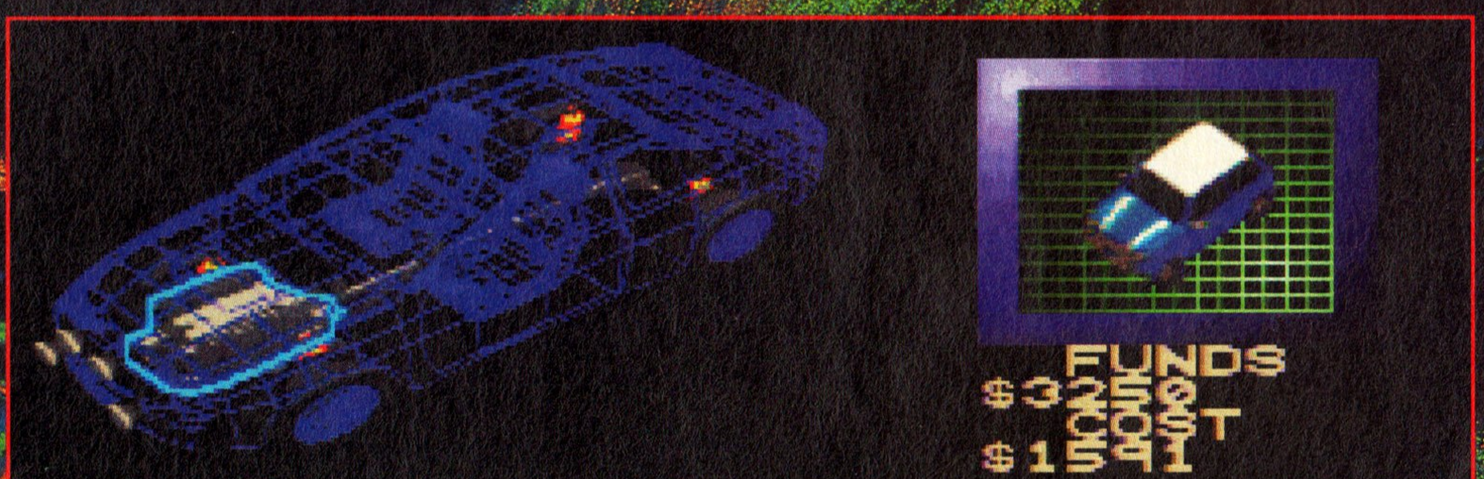


DRESSING DOWN AND TUNING UP

The six cars available for selection are divided between three distinct classes; one for low powered jalopies, another for 'modified road vehicles' and the last being for dedicated rally cars. Expense plays a crucial factor when choosing the most desirable, of course, but skill - the ability to actually handle the bigger engines - accounts for the biggest part of the deal. If you ain't good enough, you don't get the car!



BASED ON COURSES FROM AROUND THE WORLD!
WRITTEN FROM EXPERIENCE!
A NEVER-SEEN-BEFORE STYLE OF CONSOLE RACER!



COMPETITION

MORTAL

We can hardly believe it ourselves but somehow NMS and those top people at Acclaim have devised a competition that's more exciting than all the Mortal Kombat fatalities put together. Acclaim, Mortal Kombat's creators, have agreed to give up one of their precious Mortal Kombat II coin-ops for the benefit of the NMS readership.

A FIGHTING LEGEND

Mortal Kombat II scored an unbelievable 94% in Issue 24 of NMS and quite right too! With six new characters to choose from including Jax, Shang Tsung and Baraka, and loads of new thrilling combos to learn, Mortal Kombat II is one hell of a sequel! But it doesn't stop there - three hidden characters (Smoke, Jade and Saibot Noob) and the all-new Babality and Friendship moves in addition to the stunning Fatality moves make Mortal Kombat II a legend among fighting games.

THE BEST A FAN CAN GET

Think for a few tempting seconds about the incredible coin-op. As absurd and unreal as it may seem, we actually have a shiny arcade machine for the taking. It is presently under the protection of Gary Harrod who lovingly polishes it every hour while whispering expletives. In fact the sooner someone wins it the better because if it's left any longer Gary will have it in a wedding dress and be walking it down the aisle!

PLEASE! JUST TELL ME HOW?

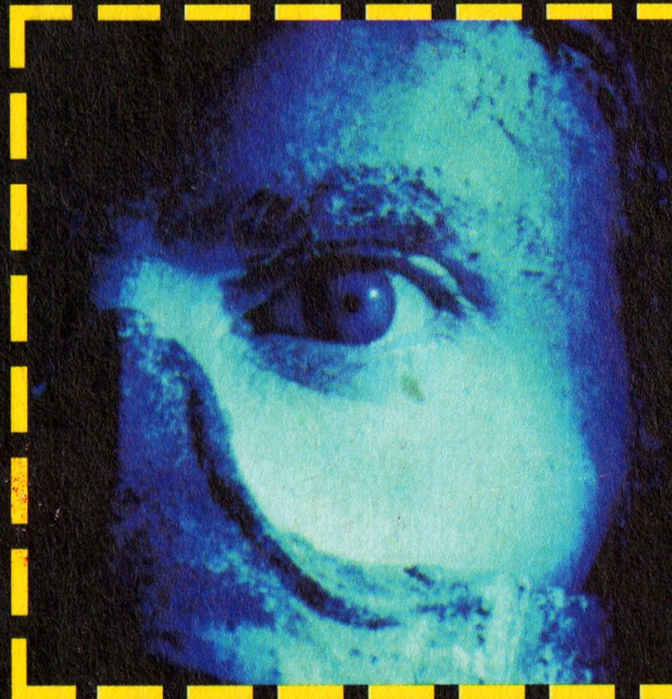
So keen are you? Ok, keep the ole' barnet on because here come the rules of the competition. Ya don't get nothing for free but this comes close.

What both Acclaim and we at NMS want is a new kind of move - we've got Friendships, Babalities and Fatalities but what you've got to think of is a new move to add to these. For example, Paul came up with the 'Morphality' move where all of the Mortal Kombat characters transform into Power Rangers. At least that was as much as he could say before we bundled him into a cupboard to keep him quite for a while. Gary thought of the ingenious 'Fatality' move. When we told him it already existed he said it wasn't gory enough and went in search of a few stray dogs to victimise. Anyway, you get the idea.

TIE-BREAKER

If our Acclaim and NMS judges find themselves in a dead-lock as to the best idea here's the tie-breaker to save too much deliberation. In no more than 30 words answer the following: if you were a new Mortal Kombat character, what would you call yourself and why?

There it is - your chance to be the envy of friends for all eternity. Get scribbling and send your entries along with the competition entry token below to : ***MORTAL KOMBAT II COMPETITION, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.***



MORTAL KOMBAT II

COMPETITION ENTRY TOKEN

I WANT THAT MORTAL KOMBAT II ARCADE MACHINE RIGHT NOW! IF I WIN PLEASE SEND IT TO:

NAME: _____

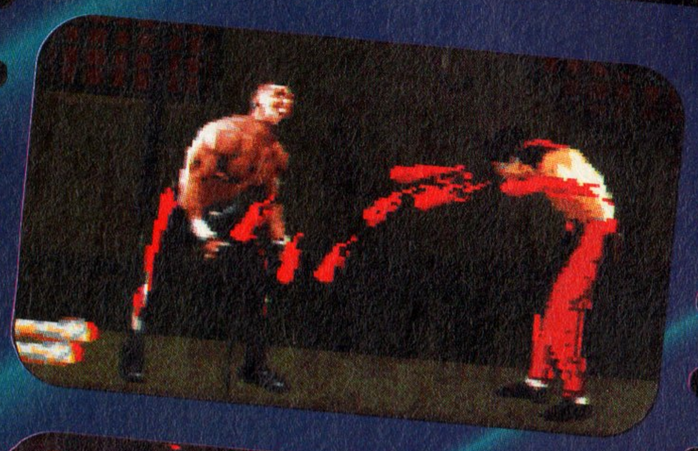
ADDRESS: _____

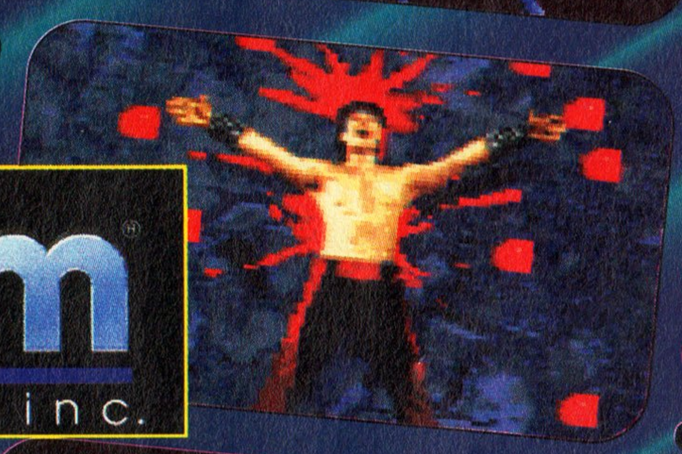
_____

WIN A MORTAL KOMBA

COMPETITION

T KOMBAT





T II ARCADE MACHINE!!

FEATURE SUPER NINTENDO ENTERTAINMENT SYSTEM

MORTAL II

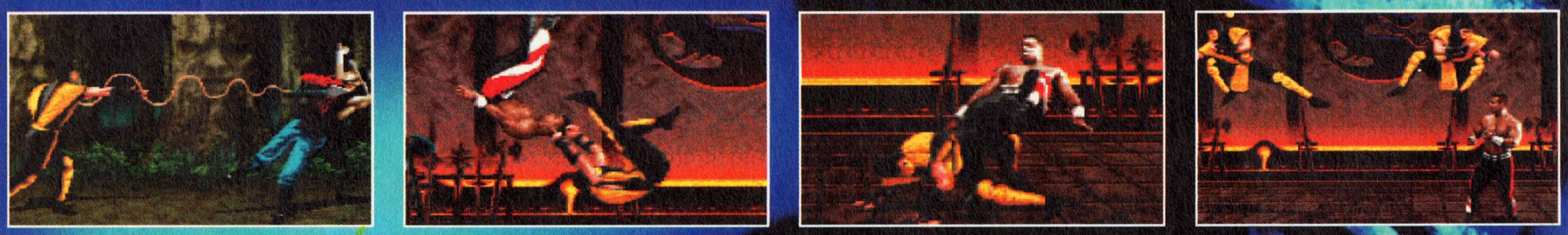
SCORPION

Sometimes I get so mad I just want to walk up into someone and uppercut them so hard their head explodes! However, lengthy terms of imprisonment prevent me from doing so, so it's rather lucky that I have a copy of Mortal Kombat II to hand, and luckier still that I have this Mortal Kombat II player's guide. You see, not only does it show me how to perform such manoeuvres, but it also reveals how I might take up my mighty sword and cleft some poor blighter in twain, and a whole lot more too - yarooo! This month it's the turn of Raiden and Scorpion. Well what are you waiting for? Get reading!..

(COMBO 1 LEFT) A low light kick starts this takedown combo. Two light punches followed by the takedown for four hits. Alternatively try a late, deep jumping fierce kick, two low punches to juggle whilst starting the takedown. Complete the takedown for mucho damage!

(COMBO 2 ABOVE) Serious damage infliction with this mighty five hit combo. Jump in with a late punch or kick and then juggle with two standing light punches before launching the spear. Finish with an uppercut.

(COMBO 3 RIGHT) Simple deep fierce kick into spear then uppercut. Easy!



VAN DAMME SPEAR: Tap BACK twice and press LIGHT PUNCH to hurl a spear at the neck of your opponent and drag 'em towards you.

AIR THROW: Press BLK in the air to throw opponents back to terra firma.

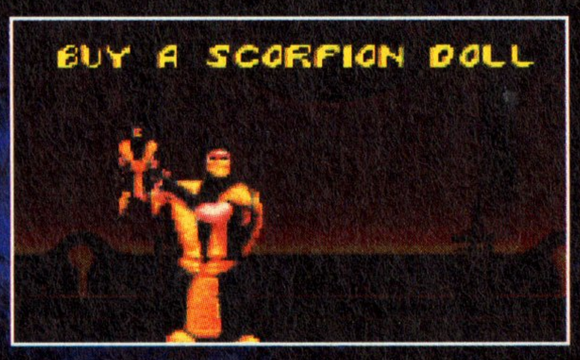
LEG TAKEDOWN: FORWARD, DOWN-FORWARD, DOWN, DOWN-BACK, BACK and LIGHT KICK sees Scorpion scrutinising the floor tiles!

DECOY: Aerial teleportation by pressing DOWN, DOWN-BACK, BACK and HEAVY PUNCH. You can do this move on the ground as well!

BABALITY

BABALITY: The ultimate in girlie moves can be yours if you press DOWN, BACK, BACK and HEAVY KICK.

FRIENDSHIP



FRIENDSHIP: Toys for beaten boys! Hand your opponent the latest Scorpion action man with a BACK, BACK, DOWN and HEAVY KICK.

FATALITY

FATALITY 1: All you need now is some butter! Fresh toast is yours by holding BLK then DOWN, DOWN, UP, UP and HEAVY PUNCH.

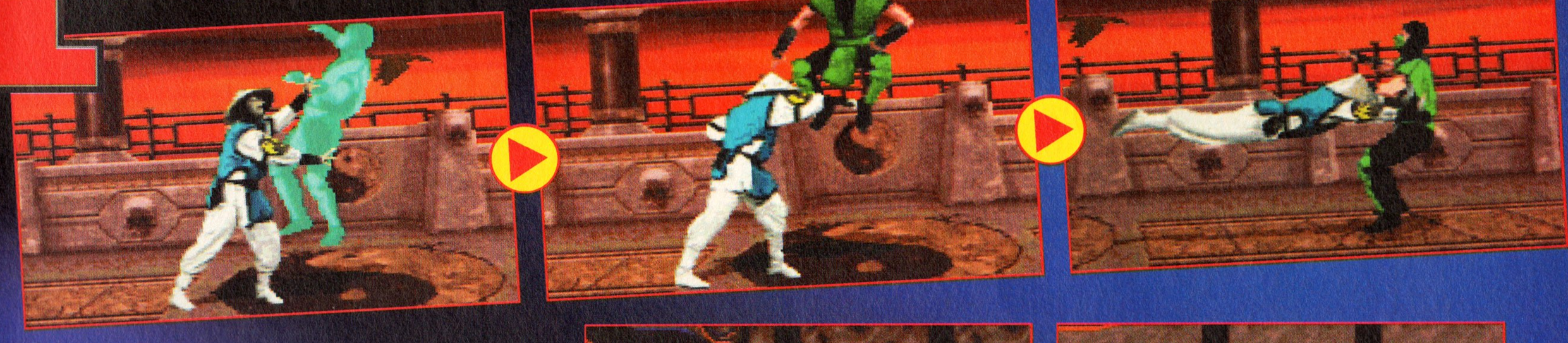
FATALITY 2: Stump examination courtesy of the Scorpion surgeon! Hold HEAVY PUNCH then DOWN, TOWARD, TOWARD, TOWARD then release HEAVY PUNCH (up close).

MORTAL KOMBAT

SUPER NINTENDO ENTERTAINMENT SYSTEM FEATURE

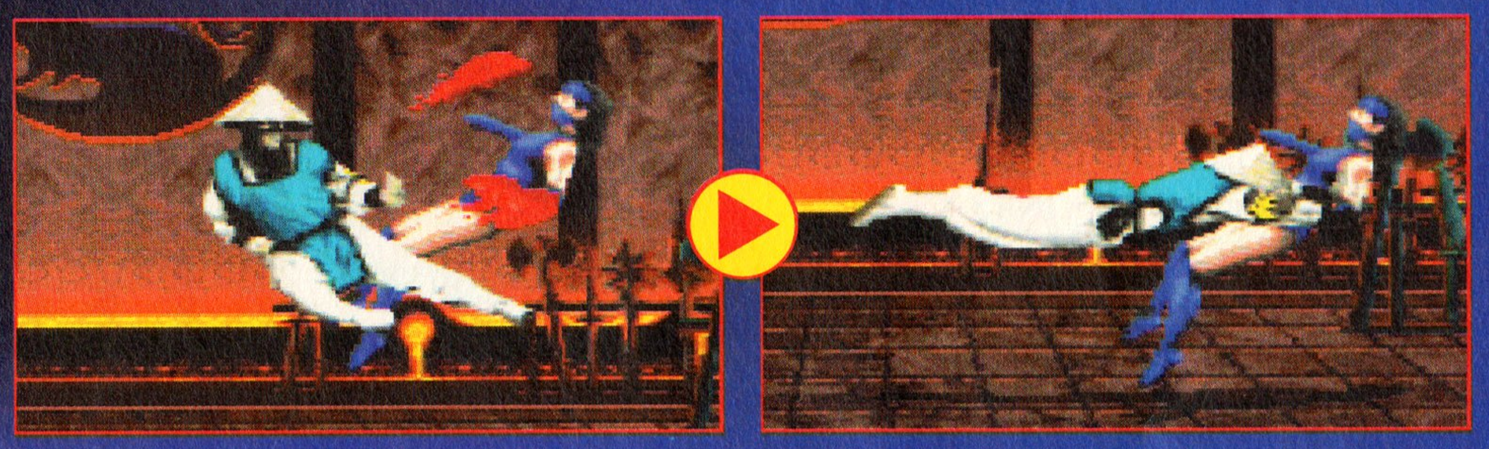
RAIDEN

The God of Thunder returns to the fray with improved moves and a new aerial torpedo attack. Whilst not the best character to play Raiden isn't the worst either! Well, almost!



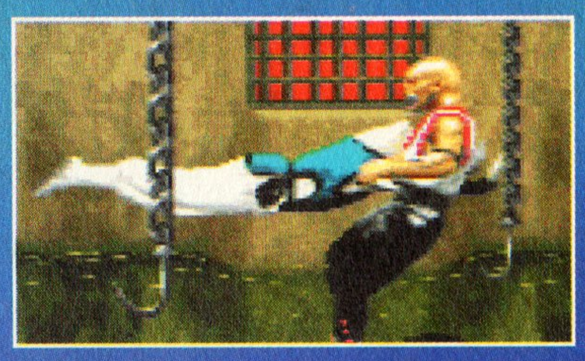
(COMBO 1 ABOVE) Start the combo with a shocker then juggle with two light punches as you start the torpedo motion. Complete the move to torpedo their ass!

(COMBO 2 RIGHT) Basic two hit torpedo combo that can be done on the ground or in the air! If your opponent is on the ground then hit with a fierce kick then torpedo. For jumping enemies leap straight up and kick then air torpedo their cods for two hits!

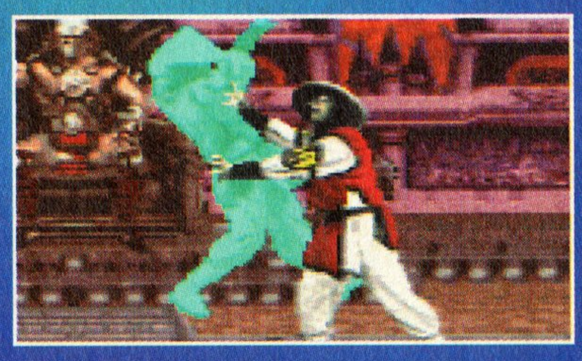


(COMBO 3 LEFT) A mega deep fierce kick gets combo three under way. Juggle for one hit then complete the motion for a lightning bolt for three. This combo will work a lot easier if your opponent is standing in a corner.

LIGHTNING BOLT: Face a hefty electricity bill by repeatedly performing DOWN, DOWN-TOWARD, TOWARD and LIGHT PUNCH.



TORPEDO: BACK, BACK, TOWARD to throw Raiden through the air with the greatest of ease.



SHOCK THERAPY: Hold HEAVY PUNCH for two seconds and release close to your foe for some intruiging psychiatric treatment.

TELEPORT: DOWN and UP quickly has Raiden all over the proverbial shop. Great party trick but little use in a fight.

BABALITY

BABALITY: Holding BLK then UP, UP, UP and HEAVY PUNCH on the controller for nappy shenigans.

FRIENDSHIP

FRIENDSHIP: Guest appearance by Kidd Thunder. You can book Kidd for future parties by pressing DOWN, BACK, TOWARD and HEAVY KICK.

FATALITY

FATALITY 1: Hold LIGHT KICK for three seconds and then press BLK and LIGHT KICK rapidly to electrocute with a difference.

FATALITY 2: Want to split your opponent into twenty pieces? Hold HEAVY PUNCH for eight seconds, duck and release very close should just about to do it.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

INDIANA J

Greatest A

With the superb Super Return of the Jedi reviewed in this issue, here comes another blockbuster film conversion. This time it's the great adventurer Indiana Jones and by jingo is his plate full!...

When Steven Spielberg, George Lucas and Harrison Ford team up you know you've got a movie on your hands! The success of the Indiana Jones films is almost as legendary as Star Wars. What they have in common here is JVC who have taken on the daunting task of trying to recreate the thrilling action on the console.

At heart Indiana Jones is a platform game with the intrepid whip-weilding Indy in loads of athletic action. Containing 28 tricky levels, JVC have decided to incorporate all three movies in this one game, beginning with the search for the Ark and ending with the search for the Holy Grail.

Film fanatics will recognise all of the familiar territory, right down to the in-game presentation which uses the famous map-travelling sequences and genuine stills from the films. As the screen shots suggest, it certainly looks very polished. For a dedicated excavation of its true value look for a review in the near future.

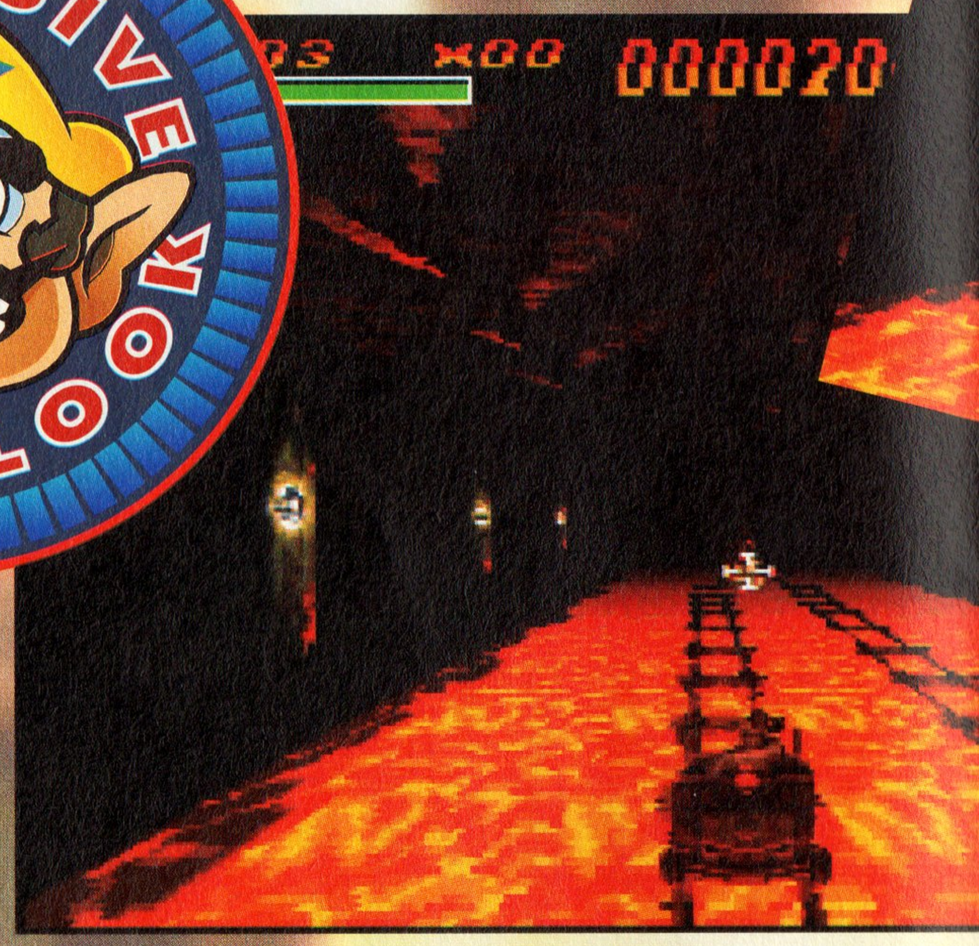
SOUND ADVICE

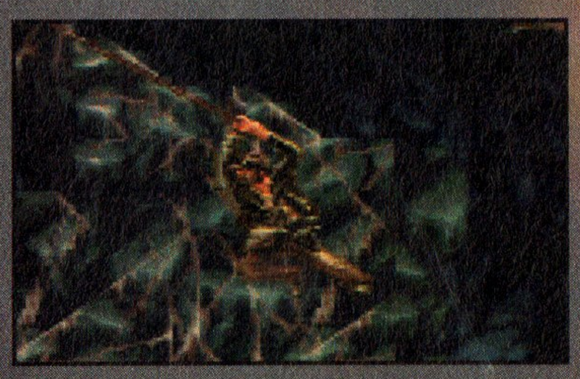
Like a lot of games of late, JVC are paying more attention to the quality of the sound. In the Indiana Jones films a great part of the tension is thanks to the musical score. The game uses Dolby Surround Sound to enhance not only the music but the sound of the whip and pistol as well.

WHIPPING BOY

Without his hat and his whip, Indy would probably be taking rude talk from old women but, ever in his possession, he's not a man to argue with. The game makes much out of Indy's whip manipulating skills with him using it to slash up enemies and swing from platform to platform. Of course, our hero always had a gun on him as well and a pistol is available too. When he's got neither of these, Indy has to trust to his fist fighting talents.

EXCLUSIVE FIRST LOOK



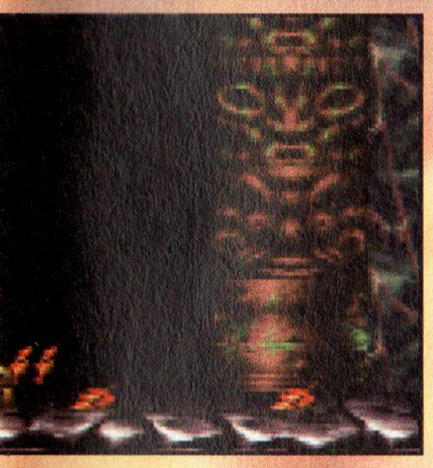


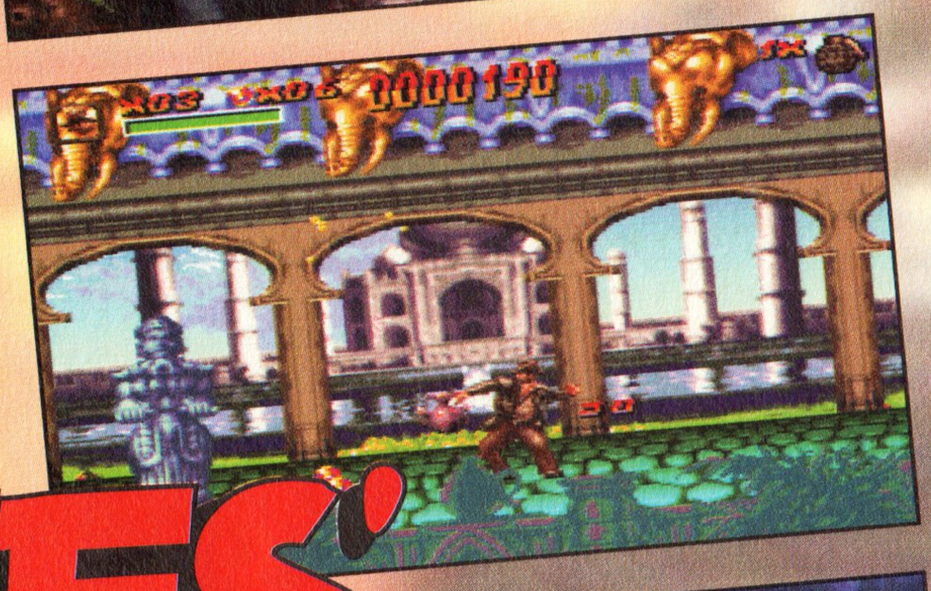
YOURS FAITHFULLY

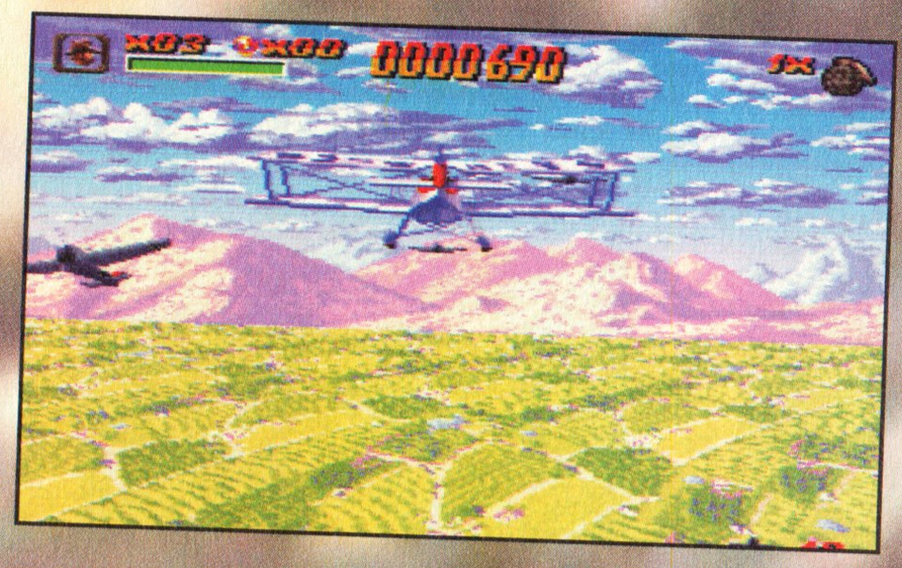
Indy found himself in a lot of very odd situations and JVC have decided to exploit this variation in his pursuits to the full incorporating lots of Mode 7 action. Taken from The Temple of Doom for example, Indy finds himself involved in a three-dimensional style chase in mine-carts. Another bit of Mode 7 extravagance comes in the shape of a dog fight in Biplanes!

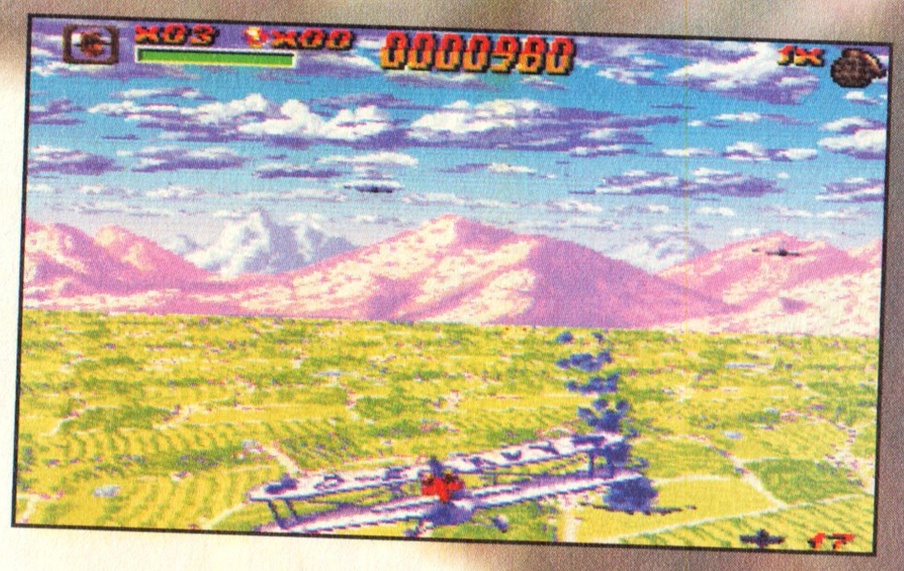
SUPER NINTENDO ENTERTAINMENT SYSTEM

PREVIEW



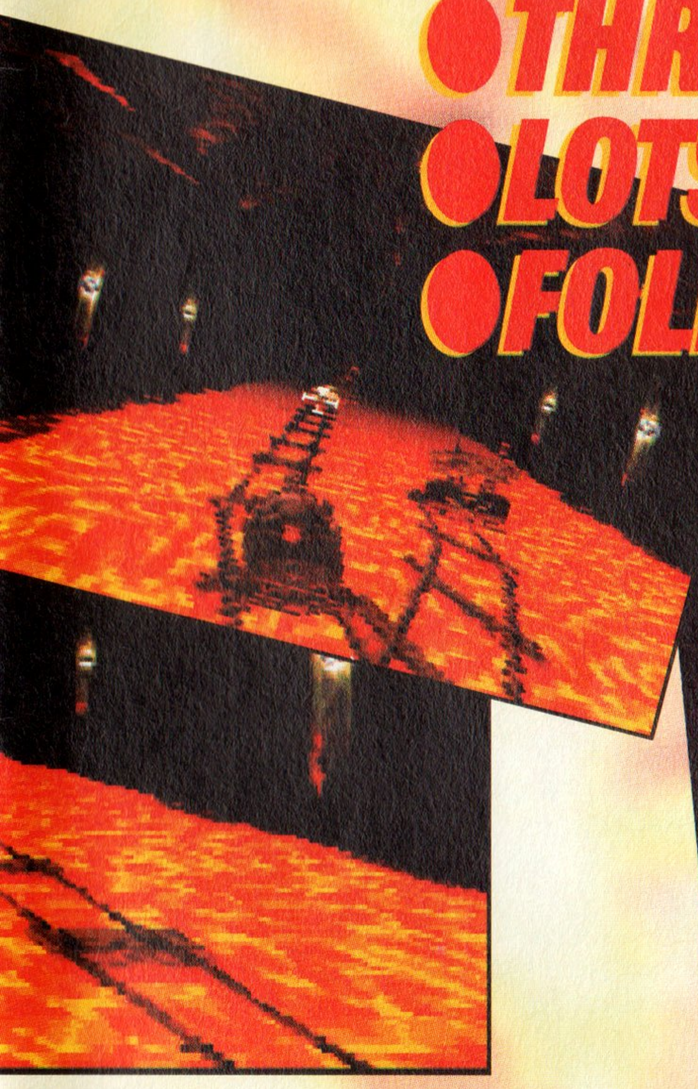


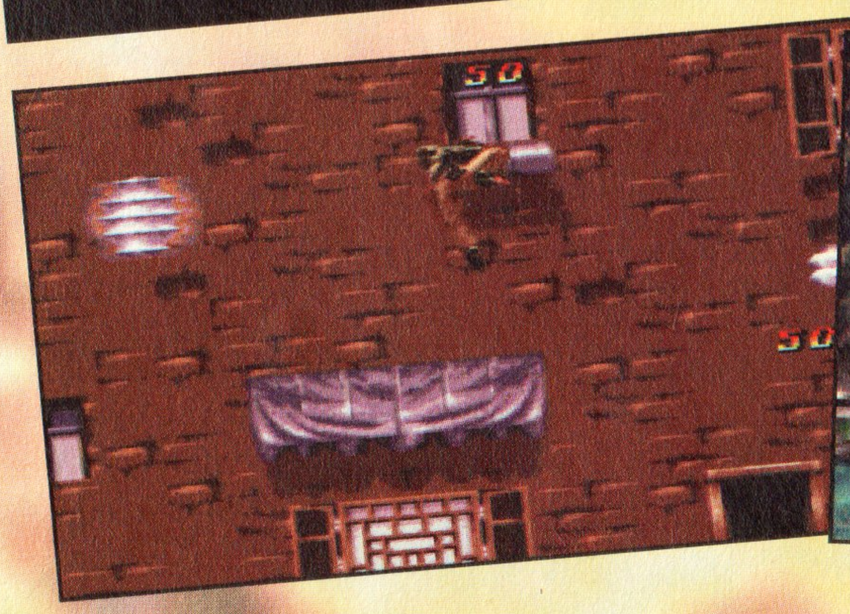


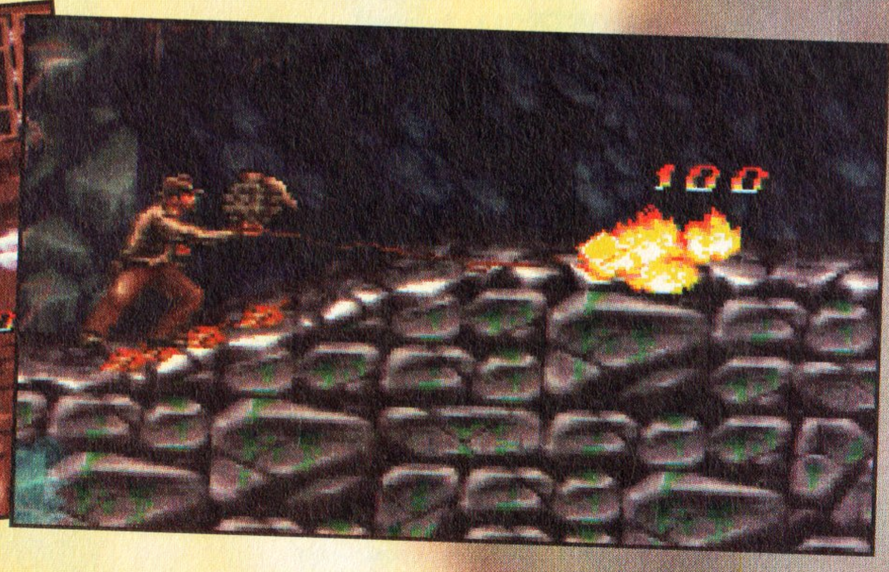


JONES' Adventures

●THREE FILMS ROLLED INTO ONE!
●LOTS OF MODE 7 ACTION
●FOLLOW INDY ACROSS THE GLOBE!







PUSH ME

There are elements of strategy in Indiana Jones which involve some reassembling. Indy might have to move barrels, huge vases or crates to climb on to another level. Fortunately Indy is also good at attempting huge leaps and clinging to platforms by his finger nails so it is always worth trying something new and pushing him to the limit.

REVIEW

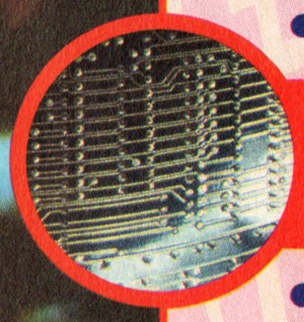
SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** JVC
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 3
- **OPTIONS:** Passcode, stereo etc...



GAME INFO

- **GAME ORIGIN:** The third film in the Star Wars series
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Got to Wicket's level
- **ALTERNATIVES:** Super Star Wars, Super Empire Strikes Back

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X	Activate power - up	A	Block
Y	Use weapon	B	Jump/jump spin
L/R	L: Look up or down R: Look up or down		
S	START: Pause SELECT: Choose power - up		

A new Death Star is under construction and the Empire is stronger than ever. Under the guidance of the Emperor the domination of the universe by the Dark Side looks complete. But there are still heroes determined to fulfil their own destiny. Luke Skywalker, Leia and Chewbacca prepare to free Han Solo from the criminal clutches of Jabba The Hutt. If they're successful the next mission takes place on the forest moon of Endor where, with the help of an Ewok or two, the Death Star's shield generator must be destroyed. Providing there's still no hiccups it's down to Lando and Nien Numb in the Millennium Falcon to blast every TIE fighter into oblivion, Han, Leia or Chewie to get the shield down, and Luke to cross sabres with Darth Vader and the Emperor. But the ultimate test still remains - fly the Millenium Falcon into the metal labyrinth of the Death Star and destroy it once and for all.

Following the plot of the film closely, players get to choose between Luke, Leia, Han Solo, Chewie and Wicket the Ewok. Each character has at their disposal a unique set of skills, with Luke using the force and Solo sticking to his good ol' blaster. But players have to familiarise themselves with vehicles as well as characters with the landspeeder, Speedbike and Millenium Falcon all having integral roles to play. One last word of advice - beware the Dark Side!

Super STAR WARS RETUR

LUKE SKYWALKER

As a Jedi it is Luke's ability to use the force that makes him effective. With it he is able to control his Lightsabre like a boomerang when he throws it and rebound enemy fire with it. He also has the power to freeze all opponents on the screen, become invisible and restore his health with a bit of intense concentration. If he gets the right power-up, Luke is also able to move at amazing speed with maximum power.

LEIA

Leia likes to dress up and actually comes in three different outfits - in Bikini, as Boushh or in Rebel uniform. If she's got any she can make use of thermal detonators and in either Bikini or Boushh costume she can unleash a lethal energy beam. In the bikini, Leia uses a whip (hmmm...) to attack enemies. As Boushh she wields a staff and in Rebel uniform she has a laser. Leia also has a spin attack which she can execute when she has enough power.

HAN SOLO

Not one for the hocus pocus religion of the Force, Han sticks to his faithful blaster. If the heat is on though he can use thermal detonators or bombs, providing he has them of course. Han's bombs are especially effective at clearing a route through masses of blocks that prevent progress.

(BELOW) *Negotiating these rocks to Jabba's palace proves very tricky when these droids start to get busy.*

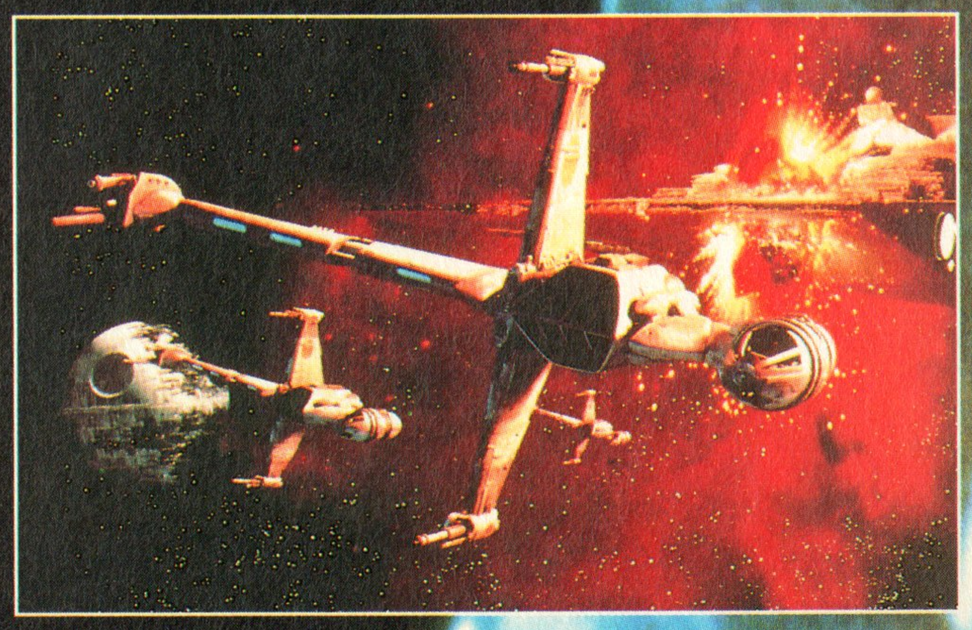
N OF THE JEDI

CHEWBACCA

Like his long time buddy Han, Chewie uses a blaster. He also has access to thermal detonators. Chewie's special attack is a fireball spin which takes care of enemies approaching from both sides.

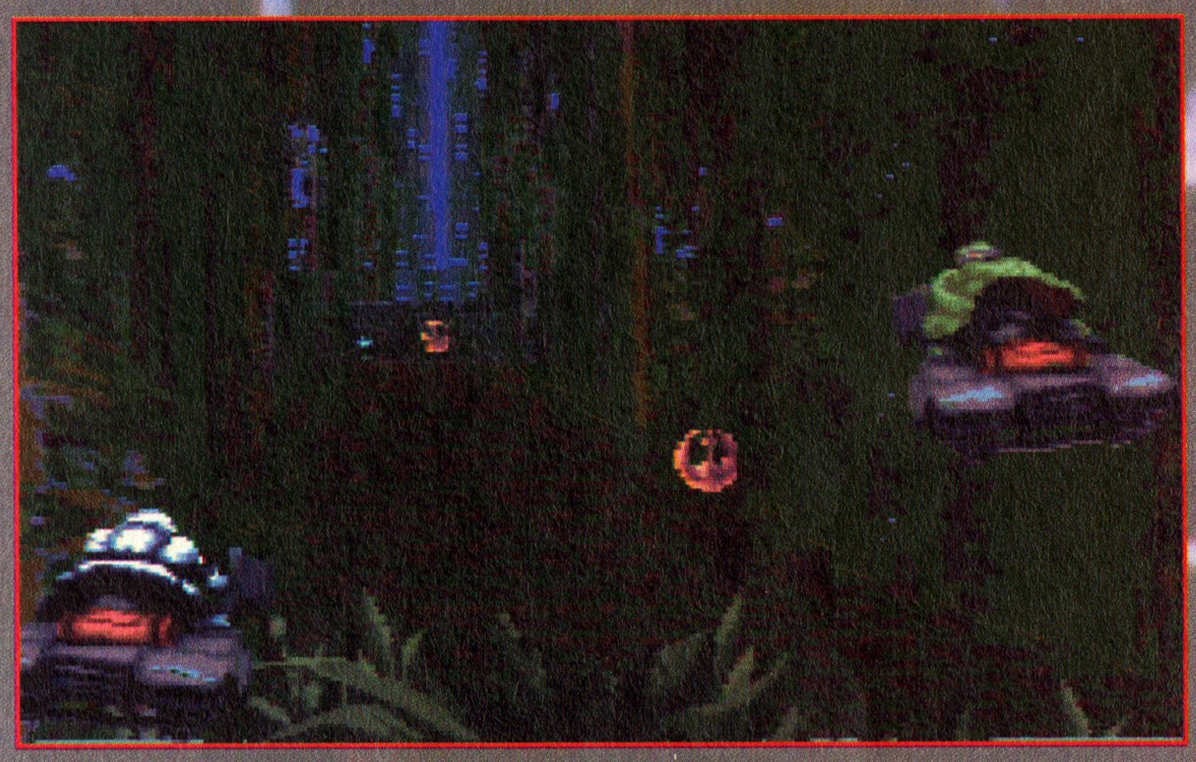
WICKET

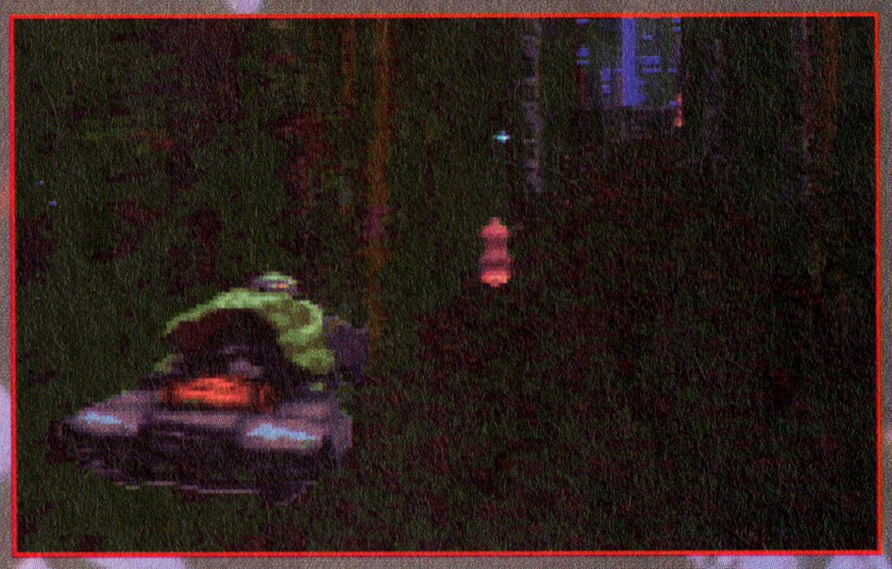
Obviously he only turns up on certain levels on Endor where he is at home among the huge trees. Wicket comes armed with a bow and arrow and the little fella even knows how to work thermal detonators if he gets hold of them. Wicket's arrows make useful rungs for climbing, sending him higher and higher into the trees.



STAR WHEELS

The action isn't all pedestrian. Often our heroes have to get in or on something that moves very fast. The very start of the game sees the Landspeeder moving across the deserts of Tatooine, dodging rocks, rolling over pick-ups and acrobatically jumping chasms. Later on there's the chase in the forest on Imperial Speeder Bikes where either Luke or Leia are in frantic combat with Biker Scouts, firing the cannons and ramming when the enemy gets too close. Finally it's into the cockpit of the Millenium Falcon for some high-speed high jinx. The shields protect the ship from damage but they are depleted every time the Falcon is hit. The ship's cannons take care of TIE fighters and other enemy forces

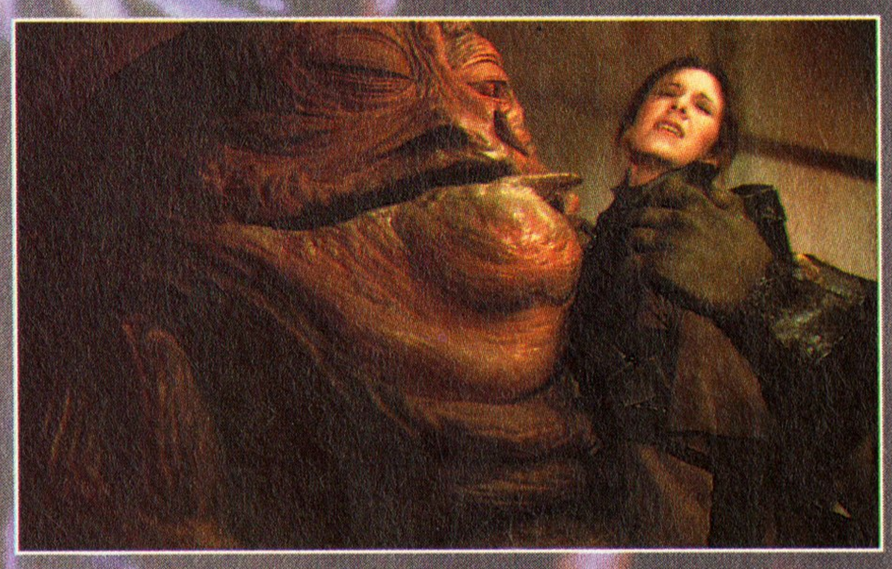




LASER CHASER

If the player is using a character with a gun they might find a handy power-up now and then that improves it. One power-up transforms it into a blaster which is more powerful than the simple laser gun, another makes the bullets heat-seekers, and another makes the laser beam longer and thicker ensuring more efficient devastation. Eat proton death, empire scum!

(LEFT) *As the Speeder Bike chase develops, trees and fallen branches loom fast and furious!*



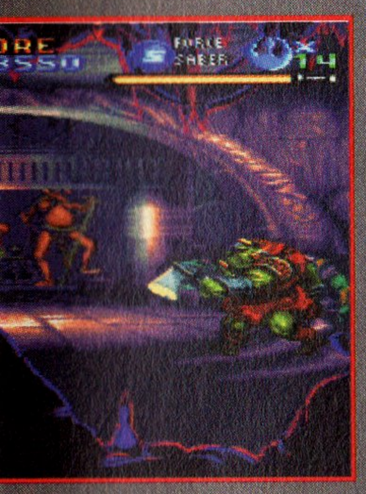
COMMENT

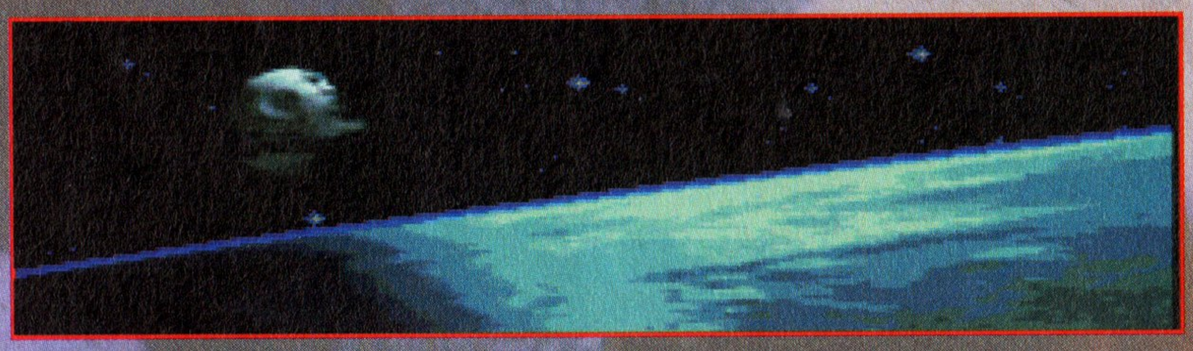
ANDY

Wow! This threequel may look alot like its two predecessors but don't let that fool you. The gameplay has been upped considerably, with more characters, more weapons, more abilities, more sound and much, much more challenge. The graphics range from ace to superb with some beautifully-drawn backdrops and speedy mode 7 sequences, and the sound has to be heard through a decent stereo to be best appreciated - it really adds a tremendous atmosphere to the whole experience. It's the sort of game you'll want to play from start to finish which, unfortunately, you'll probably be able to do thanks to the password system. However, bung it on Jedi level, crank up the volume and restrict yourself to one or two continues and you've got one of the most thrilling platform games this year, and by far the best in the Star Wars Trilogy.

THE BEST FOR THE JOB

As has been mentioned, players get to choose the character they would like to play as. This isn't the case at all times. The game is very loyal to the film and so there are certain levels where only one character is available - only Luke can face Darth Vader and the Emperor for example. The character recommended for any mission is highlighted at the beginning of it - Leia as Boushh on the journey to Jabba's palace for example. Players are free to stick the advice of course!





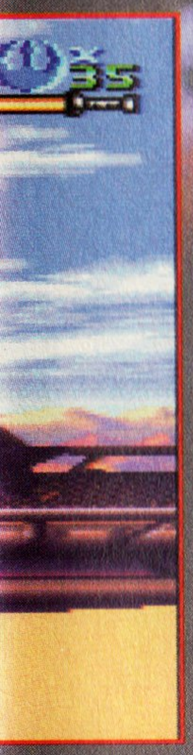
THE SEARCH FOR SOLO

Split in to three basic missions, rescuing Han Solo is the first on the agenda. This involves some Landspeed action to begin with, tackling the prehistoric wildlife outside Jabba's Palace and rescuing Solo once inside, being sure to avoid mercenaries, Jabba's dancers and the Rancor Pit.

OPERATION SHIELD GENERATOR

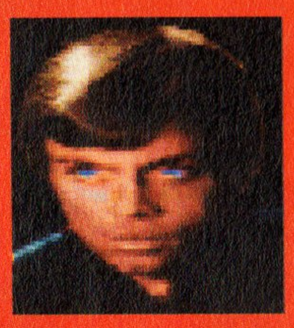
Han is free but now Jabba's got Leia on his sail barge. Skip from barge to barge and take out the giant slug before his ship explodes. Now the action moves to Endor with a chase on the Speeder Bikes. Imperial Biker Scouts no more,it's Wicket's turn to help out by ascending his forest home with the aid of his bow and arrow.

ATTACK ON THE DEATH STAR



The action cuts to the Millenium Falcon struggling against loads of TIE fighters on the surface of the Death Star. When their struggle is over it's down to either Han, Chewie or Leia to get the shield generator out of action. But before the Millenium Falcon begins its attack, Luke has some unfinished business to settle with Darth Vader and the Emperor. With Luke's mission complete it's down to Lando and Nien Numb to blow the Death Star to smithereens!

COMMENT



ROB

As far as faithfulness to the film goes Return of the Jedi is about as close as you can get, admitting of course that the programmers needed a degree of artistic licence to jazz up the action a bit. The most has been made of famous scenes like the Speed Bikes in the forest, Jabba's sailing barges and the Millenium Falcon's journey into the Death Star, utilising the Super NES's capabilities with non-stop action, attention to detail, Mode 7 sequences and lots more besides. Some parts of the game are really tough and constant deaths have the habit of getting a bit frustrating but while the graduation of the difficulty is a bit quirky at times, it is good practice for how intense things get as you progress. This really is a game that will exhaust you with the action. The password system is a necessary evil but will see you through the game unless you play it on Jedi level. Nevertheless, it's a superb rollercoaster of a game!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 94

▲ The in-game presentation makes the most of the film using digitised stills with a bit of galactic bravado thrown in.

GRAPHICS — 92

▲ The characters are faithfully animated and all of the sprites, large and small, will keep Star Wars fans satisfied.

SOUND — 94

▲ All of the theme tunes are here and sound effects for the characters and the blasters sound like the genuine article.

PLAYABILITY — 91

▲ The characters are easy to control, they all have differing abilities and there's loads of intense and varied action.

LASTABILITY — 90

▲ On Jedi difficulty setting things are very tricky.

▼ However, the password system will see most players through the game. Use it wisely..

OVERALL — 92

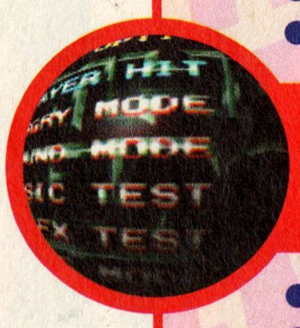
An excellent game that beats The Empire Strikes Back and Star Wars as the most successful of the three and one Star Wars and platform fans alike would be mad to miss.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

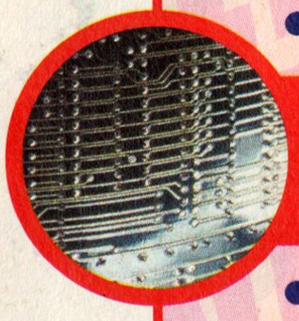
CART SPEC

- **BY:** TAKARA
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 32 MEG



FEATURES

- **PLAYERS:** 2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Hundreds!
- **OPTIONS:** Enough of them



INFO

- **GAME ORIGIN:** A Neo geo conversion from a top coin-op of yesterday.
- **GAME DIFFICULTY:** Just right!
- **1ST DAY SCORE:** Still reading?
- **ALTERNATIVES:** A bit obvious this isn't it.

CONTROLS

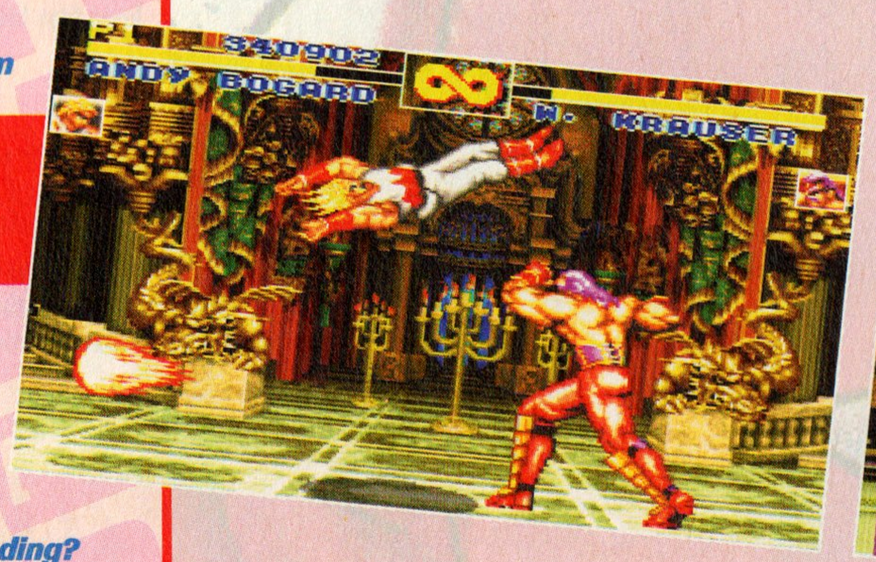
- **CONTROL:** Joypad
- **RESPONSIVENESS:** Excellent

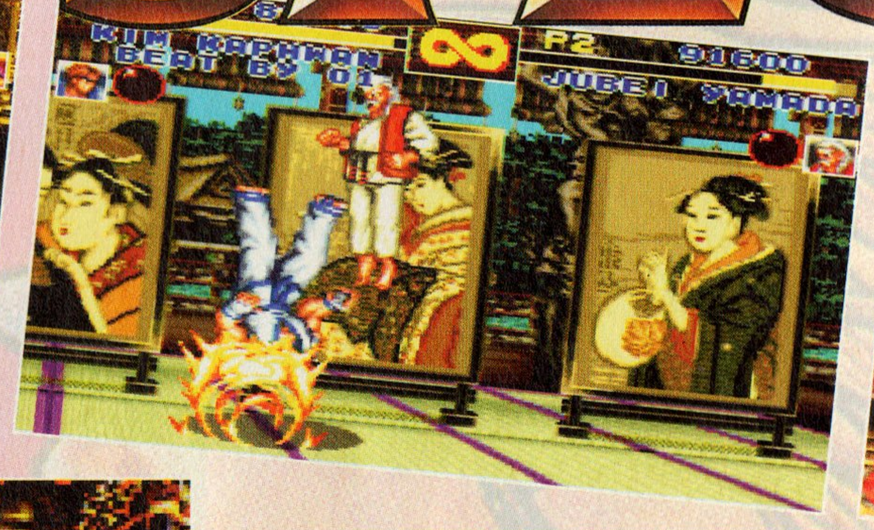
X	HEAVY PUNCH	A	HEAVY KICK
Y	LIGHT PUNCH	B	LIGHT KICK
L/R	L: LEAP INTO BACKGROUND R: LEAP INTO BACKGROUND		
S	START: STARTS/PAUSES SELECT: NO FUNCTION		

Allow me to introduce myself, my name is Kurt Bale and I'm a games salesman. 'No Bale no sale' that's my motto! What I do is try and sell ideas to companies. For example I had this great idea called Pub Fighter involving these great pub characters in one-on-one brawls. Among others there was Sawdust Dangief, the huge agressive regular from Manchester, M. Barfson, whose special moves include a lurching gut-heave, and Tracy-Li who is brilliant at the difficult to do pint-spilling move. But it just didn't sell. The same goes for my suggested sequel Pub Fighter II: The Last Orders, which features some new characters like Pee Cee and Fei-Legless. Oh well. Like my old man used to say 'a game has either got it or it ain't.'

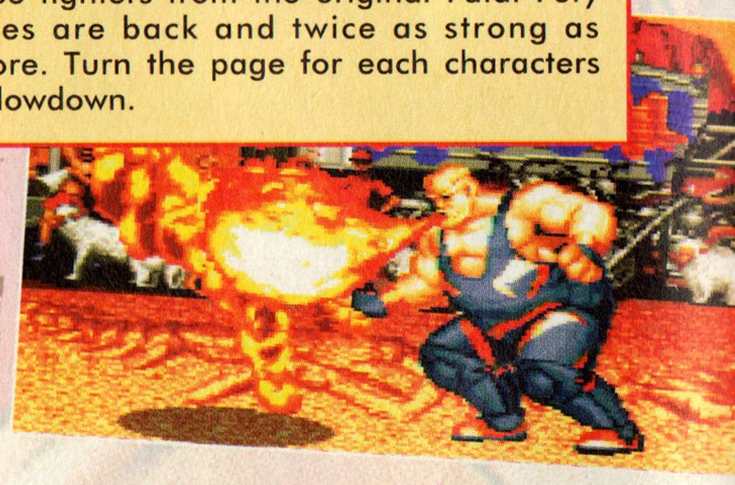
Fatal Fury. Now that's a game that's got it. Style I mean. And now there's Fatal Fury Special. How do they do it, that's what I'd like to know? Anyway, I've been told by my associates 'daan' the market that this latest Fatal Fury instalment sees some old characters revived, bosses from Fatal Fury 2 for the picking, new combos and better sound than ever. So I've jacked in the idea of selling my own ideas and have decided to try and make a bob or two on other peoples'. So come on ladies and gentleman! You won't find better than this! Bale's the name, sales the game! Fatal Fury Special! Get ya copy! Come on now ladies and gents, a pony's the asking price! It's only money!...

FATAL FURY SPECIAL





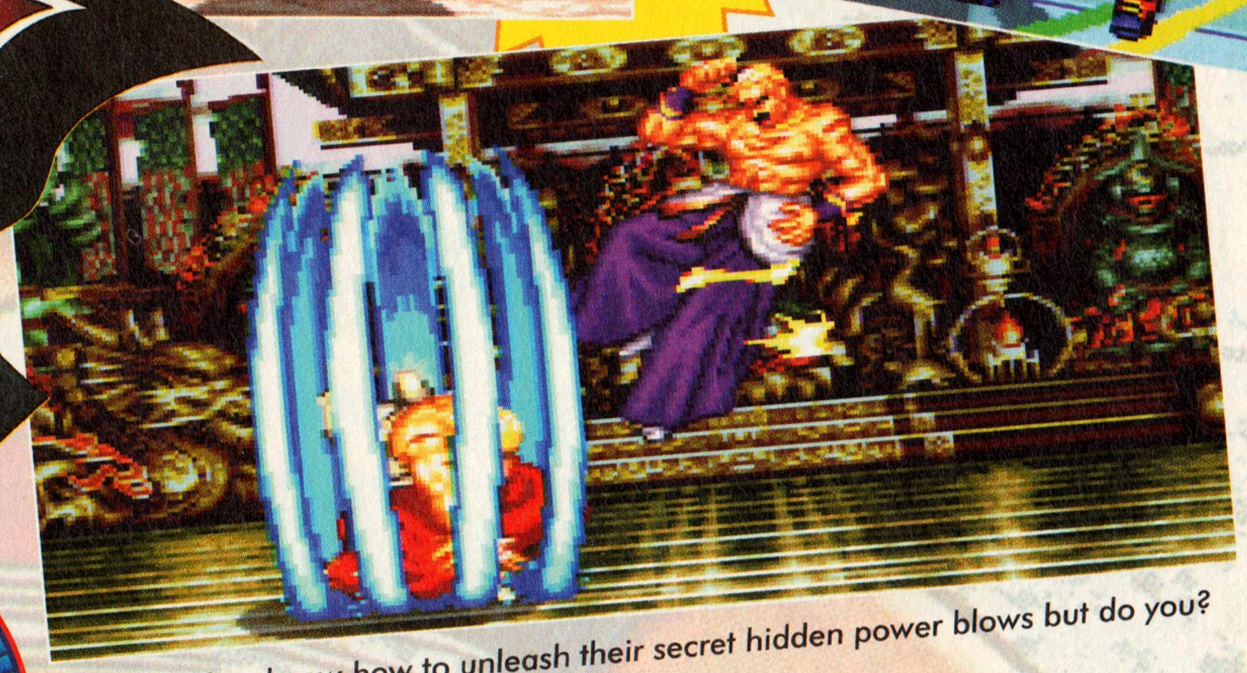
NEW CHARACTERS TO PLAY
Three fighters from the original Fatal Fury series are back and twice as strong as before. Turn the page for each characters full lowdown.



WILL YOU BECOME THE KING OF FIGHTERS?

The Slugfest Sp

LET LOOSE THE HIDDEN SECRET POWER BLOWS!



(ABOVE) They know how to unleash their secret hidden power blows but do you?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

EXCLUSIVE FIRST LOOK

SIAL

SO WHAT'S NEW?

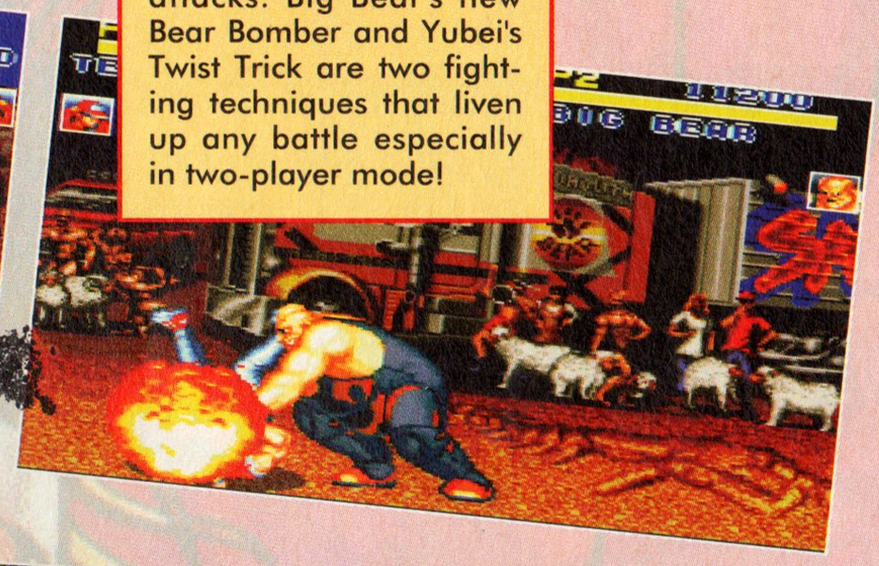
In Fatal Fury 2 it took a cheat to get use of the bosses. In Fatal Fury Special there are no such hassles, players are free to select from 15 fighters, including the four bosses from Fatal Fury 2 and Geese Howard - a boss from the original. The additional potential that a 32 Meg cart offers means that it's not only the fighters that have been finely tuned, the backgrounds have as well, and the Dolby Surround Sound means that the music and sfx are very impressive. And if that wasn't enough there are also new combos to learn!

SECRET STAR

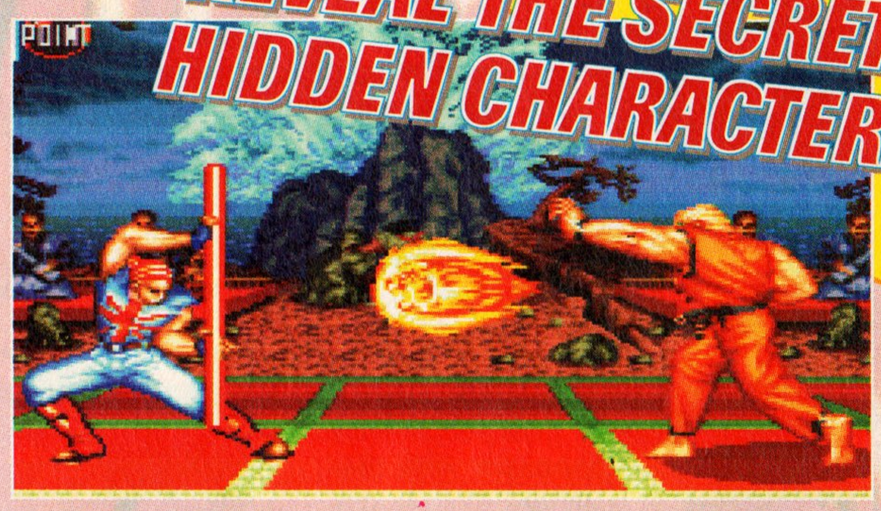
Let's presume that as a player you get pretty damn good at this game. Let's presume that you manage to defeat every opponent in it without losing a round. All over? Not quite because Fatal Fury Special comes with a secret opponent. The observant will recognise him as Ryo Sakazaki from Art of Fighting. There is, in fact, a cheat that enables the player to take control of him. In you want to know what it is you'd best make your way to our tips section pronto!

NEW MOVES FOR OLD WARRIORS

The original fighters return with plenty of new animations and special attacks. Big Bear's new Bear Bomber and Yubei's Twist Trick are two fighting techniques that liven up any battle especially in two-player mode!



REVEAL THE SECRET HIDDEN CHARACTER!



(ABOVE) *Hmmmmm. This guy looks familiar. In fact he looks just like Ryo Sakazaki from Art of Fighting. I wonder...*

pectacle of the Century!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

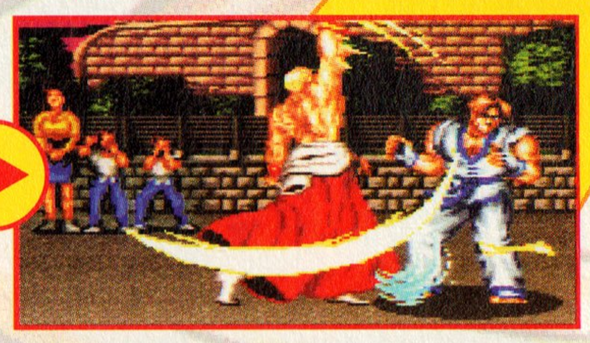
The New Charact

As well as introducing the bosses legitimately into Fatal Fury Special, there are three new characters to choose from. Actually 'new' isn't entirely accurate. Resurrected from the original Fatal Fury, Duck King, Geese Howard and Tung Fu Rue are ready to do battle with the fighters from the sequel, and the bosses. Here's a lowdown on them:

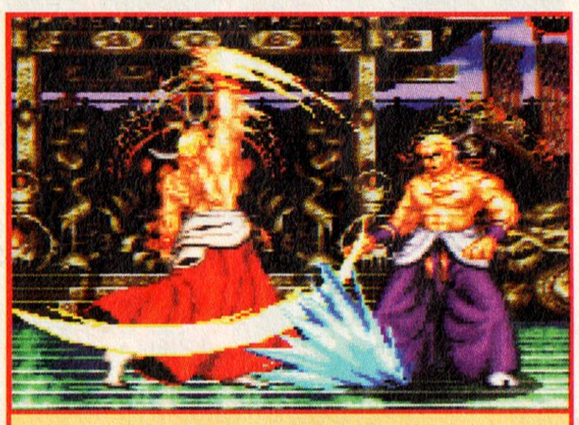
PROFILE: GEESE HOWARD
Those in the know will recognise Geese Howard as one of the bosses in the original Fatal Fury. The Conqueror of the Underworld seeks to regain the control taken from him by Wolfgang Krauser. No mortal can match Geese and his awe-some Knockdown Blow technique which can catch opponents out of their special attacks then slam them into the ground!

GEESE HOWARD

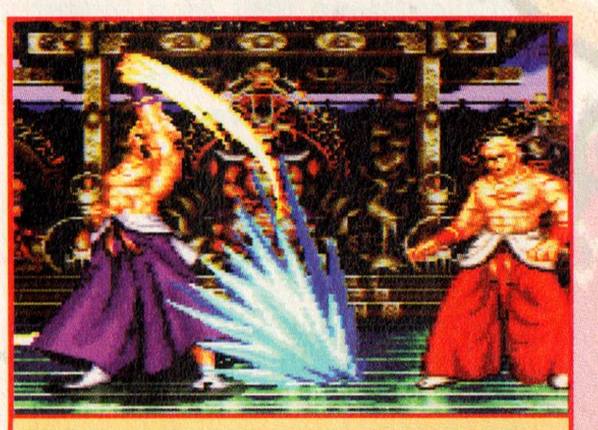
'Conqueror of the Underworld'



SPECIAL COMBINATION 1.
Leap and strike with a heavy kick then follow up with a crouching light punch. Complete with a single Wind Slice for three hits. For variety you can subsitute the crouching light with a standing heavy for extra damage.

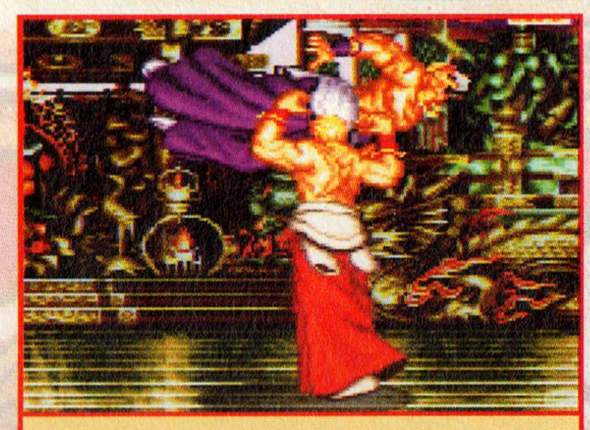


WIND SLICE
D, D-T, T + Light Punch



DOUBLE WIND SLICE
D, D-T, T + Heavy Punch

GALE SLASH
Jump + D, D-B, B + Punch



KNOCKDOWN BLOW
D, D-T, T, T-U + Kick

DUCK KING

'The Brutal Break Dancer'

PROFILE: DUCK KING returns with vigour after the opening of a brand new nightclub in Southtown. Expect the unexpected with this riotous rapper who can break heads as well as break-dance. The 'King of King's' is all set to lock horns with the Bogard brothers once again!

SPECIAL COMBINATION 2.
Attack low with a heavy kick then soften up your opponent with two light crouching punches before lauch-ing into a fierce Dancin Dive. Alternatively start this combo with a fierce punch for five hits. Yahoo-hoo!

HEAD SPIN ATTACK
Hold B, T + Punch

DANCING DIVE
D, D-B, B + Kick

BEAT RUSH
T, B, T + Punch

BREAK STORM
D, D-T, T, T-U + Kick

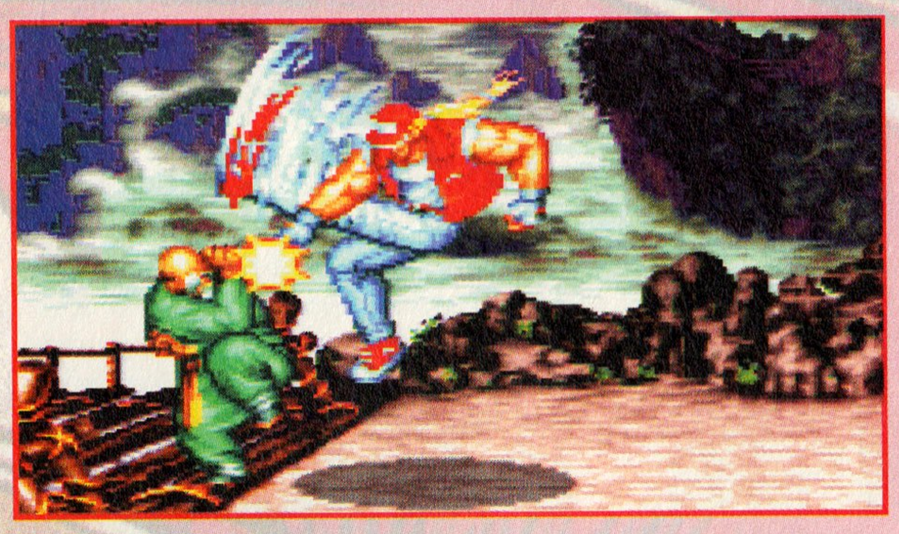
ers

SPECIAL COMBINATION 3.
Two standing light punches start Tung's assault. Complete with a crouching fierce into a fierce Shinshippu for four hits. Swap the light and fierce punches for a two-hit fierce kick for a bit of variety! The combo's shown here are just a few available to the new characters. Next month we'll show you advanced combination's that use the 'Last ditch' moves.

TUNG FU RUE

'Schizoid Martial Arts Old Guy'

PROFILE: TUNG FU RUE joins alongside Jubei as the tournaments only resident geriatric fighting stars. Tung's harmonious nature allows for some impressive special attacks that draw upon his youthful spirit to aid him during combat.



THOUSAND KICK
Hold D-B, then T-U + Kick

POWER WAVE
Hold D-B, then T + Punch

SHINSHIPPU
D, D-B, B + Punch

SHOCK BLOW
Any Punch repeatedly

ROB

COMMENT

When a game doesn't promote itself as a sequel and instead chooses 'Turbo' or in this case 'Special', the question of difference becomes especially important. Is this all that different from Fatal Fury 2? Well, there are only three new characters to control and they're not strictly new anyway. There are more combo's and the 32 Meg power means that it's faster and looks smarter. So is this just a paint job? It's difficult to say and not really that important. What Fatal Fury Special is at the end of the day is a superb fighting game. The characters all look and perform in very different ways, ensuring plenty of variety and a lot of playtime to master all of them. It's tough to complete if you discipline yourself to playing on trickier difficulty levels, and no matter how easy that gets the two-player option means there are always fellow humans to test your mettle. The Dolby Surround Sound is the icing on the cake giving Fatal Fury Special a real arcade quality. It might not be 'radically' different from its predecessors but it is very good indeed.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	■
CHALLENGE	■	■	■	
REFLEXES	■	■	■	
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

PRESENTATION — 79

▲ All of the options you'd expect and a symphonic intro.

GRAPHICS — 90

▲ Detailed characters, beatiful backdrops, fluid animation - it's all top and sorted.

SOUND — 92

▲ Arcade quality surround sound that is truly magnificent and has to be heard through a top-notch stereo to be fully appreciated.

PLAYABILITY — 92

▲ Easy to control and fault free. Perfecting special moves is a mater of great skill and a very addictive process.

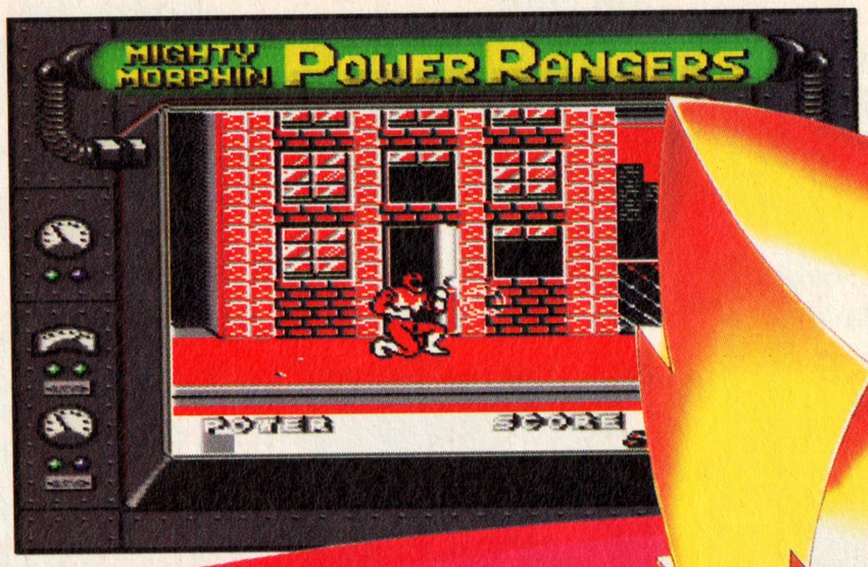
LASTABILITY — 90

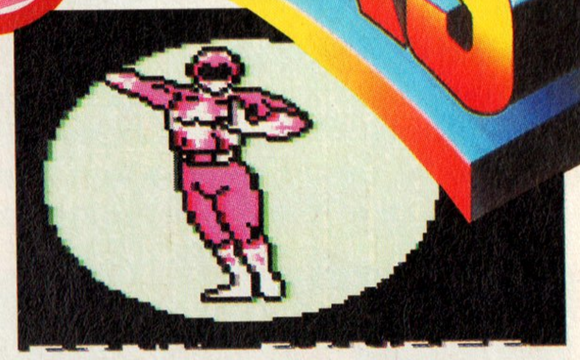
▲ Fighting all the competitors, using all the moves, learning all the combo's and challenging all your friends - happy for a lifetime!

OVERALL — 92

An excellent one-on-one fighting game sporting great graphics and playability. Doesn't quite steal the Streetfighter throne but sits comfortably at the side.

REVIEW GAME BOY





The Famous Five had just finished 'the case of the stolen Eccles Cake', and were strolling over to Rev. Kipling at the Vicarage to celebrate with a spot of tea. But the Reverent was dead, and it turns out he had been killed by Colombian gangsters who were using him as a decoy in a huge smuggling operation. So, disillusioned and out for revenge, the Famous Five shipped out to the US and set up as the Power Rangers. No it's true honest! Ahem.

Anyway, the Power Rangers are five teenagers whose expertise in martial arts, and lack of expertise in clothing themselves tastefully, has inspired them to fight evil where ever it slouches. With their amazing Dinozord morphin' abilities, Zack, Kimberly, Billy, Trini and Jason are ready to take on Rita Repulsa.

Players choose their Ranger and engage in some honest scrolling beat em' up action that involves utilising all their martial arts skills. Look out for the end-of-level bosses including Squatt, an enemy who's half blueberry and half warthog!

POWER SPECIALS

Each of the Power Rangers has a special weapon at their disposal. At any point they are free to employ it instead of punches and kicks. There are catches though. Because special weapons are, well, special, so using them drains the energy of its user. It's best to save such power for the most daunting foes.

COMMENT

For such a versatile team, the Power Rangers' first, and probably last, adventure on Game Boy is desperately limited. Unlike the Super NES game there are no cool morphing routines and the Rangers shuffle along like they've been affected by Rita Repulsa's foul magic. The evil spell is broken somewhat during the Megazord battles as these are pretty exciting and involved. Still this is a product Game Boy owning Power Ranger fans are gagging for and, as such, provides most of the necessary thrills.

COLOUR CO-ORDINATION

As any fan of the show knows, the Power Rangers are distinguished from each other by the colour of their suits. Fortunately the Super Game Boy means that this colour code remains in place, the colour of the whole game - backdrops and all - depending on which character a player chooses.

RATINGS

- BY: BANDAI
- PRICE: £27.99
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 2 MEG

GRAPHICS — 72

◆ Megazord battles against Squatt, King Sphinx etc are good stuff. The rest is bland.

SOUND — 69

◆ Chsoh! Chsoh! Fssh! Kchh! - not bad. Musically catastrophic!

PLAYABILITY — 73

◆ Battling with Megazord is a rush. The rest of the action has no flaws. Though every area could be better.

LASTABILITY — 74

◆ It's so tough, it could mean the end of the world! Too old fashioned for most players.

OVERALL — 73

Not as good as hoped but a cool souvenir of the current craze.

pads for Professionals

LETS GET TO WORK

LICENSED BY Nintendo

Super Advantage
(SNES)

8 direction oversize control stick. Extra long cord. Variable speed slow motion. Six super response fire buttons. Turbo speed adjustable fire. Hands-free auto turbo.

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Fighter Stick MD-6
(Sega Megadrive/ Mega CD)

Adjustable turbo speed. Mode control button. 8 direction oversize control stick. Independent turbo control. Six button action. Hands-free auto turbo.

Ascii Pad MD-6
(Sega Megadrive/ Mega CD)

Hands-free auto turbo. Slow motion feature. Special ergonomic design. Independent turbo control. Mode feature.

LICENSED BY Nintendo

Ascii Pad SN
(SNES)

Hands-free auto turbo. Slow motion feature. Independent turbo control.

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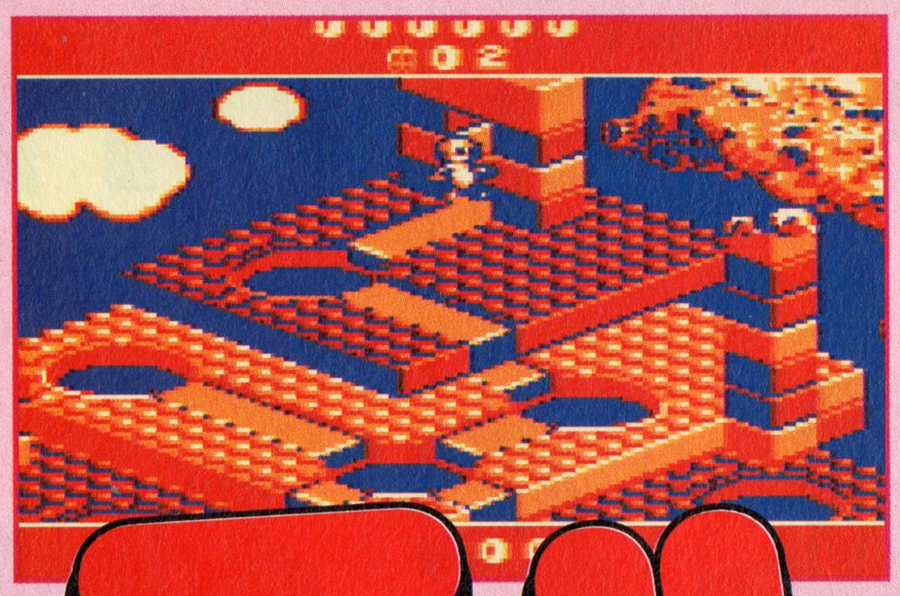
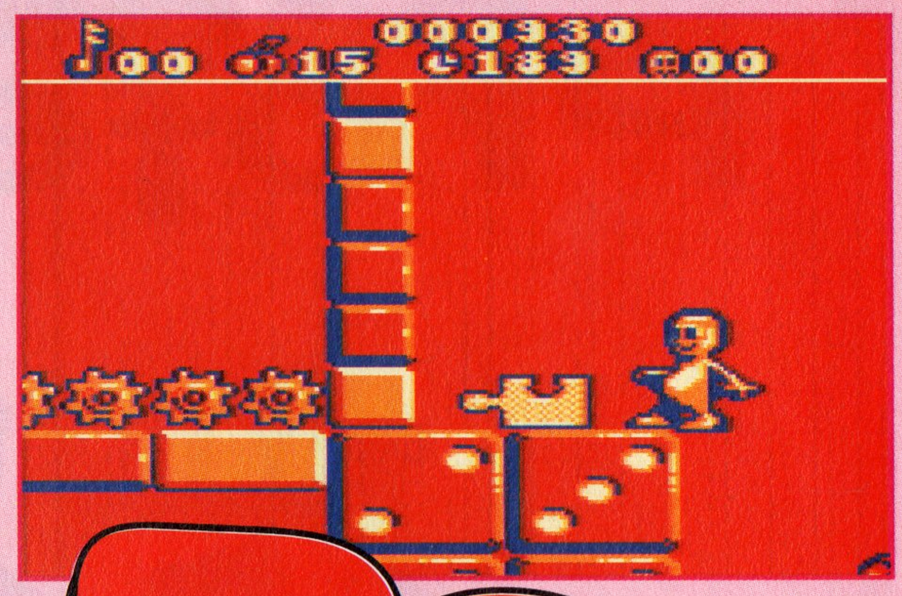
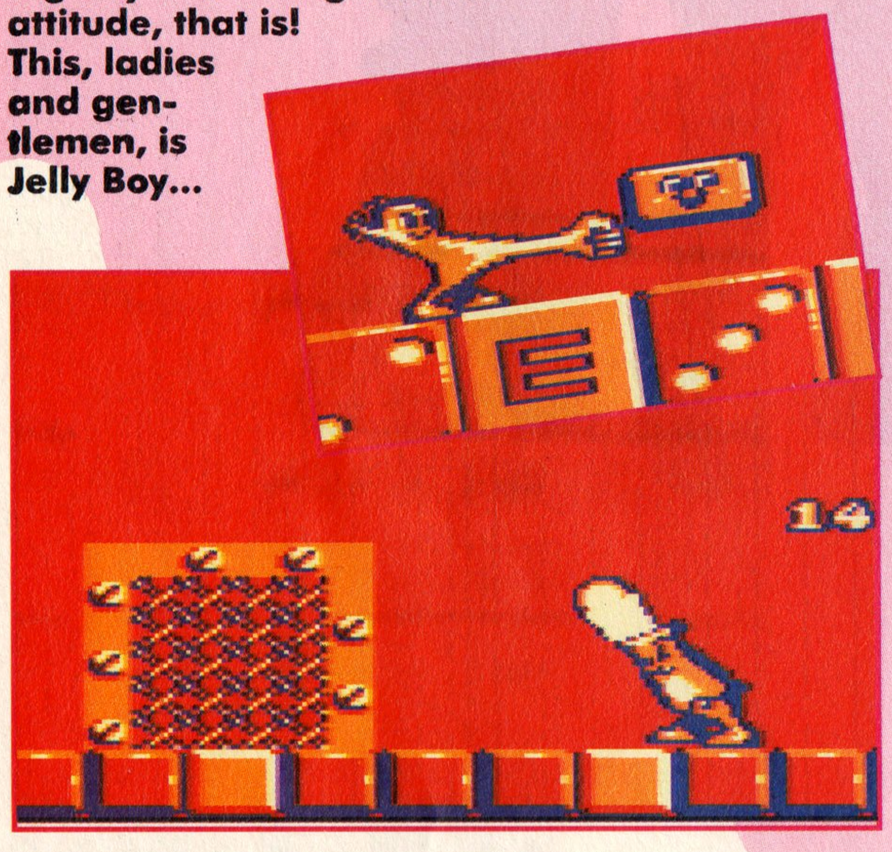
REVIEW
GAME BOY





JellyBoy

Jelly. Eat it at parties. Puke it up three hours later. Make it into interesting rabbit moulds. Put chunks of catfood in it. Even chuck it in the bin - if you're Paul. In short, do what the heck you want with it but never, never leave a vat of the stuff lying around when there's a lightning storm going on - unless you want to run the risk of it being struck thus miraculously converting the gelatinous contents into a wobbling living boy-like being with an attitude, that is! This, ladies and gentlemen, is Jelly Boy...

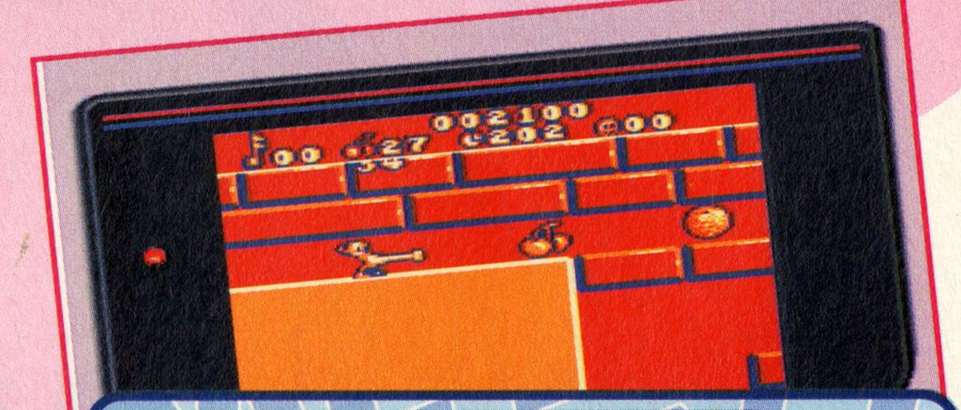


TAKE NOTE

Young Jello is a musical sort and is nothing without a song in his head. To this end Jelly is completely defenceless if he isn't in possession of at least one musical note. Good job then that each bad guy successfully belly-bashed relinquishes at least one of these musical items. Pity also that Jelly starts each level with no notes whatsoever and must exercise the most extreme caution.

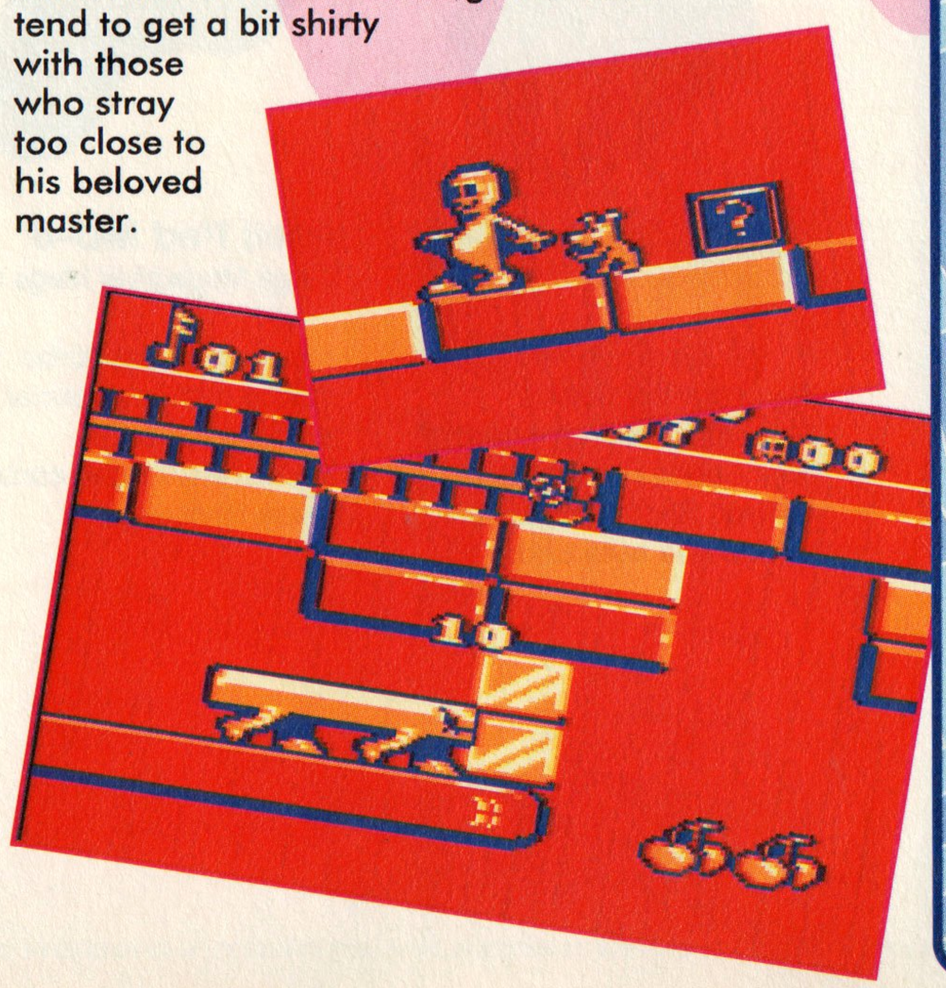
MIGHTY MORHIN' GELATINOUS CHILD

The most distinctive feature of Jelly Boy is his ace moulding ability. As he wibbles his way across the platforms he is required to make the most astonishing changes to his personality. This includes moulding the poor lad into things like pogo sticks, super balls and cannons, shrinking him, strapping skis and skates to his feet, even blowing him up into a hot air balloon. Is there no end to the lad's torment?



ANKLE BITER

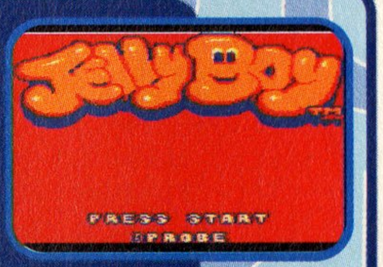
Talk about self-indulgence! Apparently the programmer of Jelly Boy was quite keen to get his pet dog in, so meet Harry the Dog, as you surely will at some stage in the game. What his purpose is, is somewhat unknown although he does tend to get a bit shirty with those who stray too close to his beloved master.



COMMENT

This is not bad all things considered. Game Boy Jelly Boy has all the morping abilities of his 16 bit big brother but, alas, fewer of the levels and less of the pace, often resulting in excruciating slowdown.
Slowness aside, the challenge is still there, to the point of unfairness sometimes with some atrocious collision detection rearing its ugly head. The graphics, although basic, are large and pretty blur-free. It doesn't quite stand up to the might of of the Marios and Warios and with the password system you shouldn't have too much trouble finishing it sooner or later, but it's good fun all the same and might be worth a look.

RATINGS



- BY: OCEAN
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 2 MEG

GRAPHICS — 74

◆ Fairly basic but large, clear and non-blurring.

SOUND — 78

◆ It's got one of those tunes that runs all the way through that you'll love or hate.

PLAYABILITY — 81

◆ Sometimes slow, sometimes frustrating but always challenging and full of variety.

LASTABILITY — 75

◆ Loads of levels, plenty to do. Password and continues should see you sail through it.

OVERALL — 77

Fun but sometimes frustrating cut-down of the Super NES version. Not the greatest game around but worth a shufty, I'd say.

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NHS SMALL TIPS

You wouldn't believe the lengths some readers go to when trying to get their names printed in the NHS. Take Berend Vengen from Rotterdam - please - who suggests that turning a Game Boy upside down whilst playing Tetris or Mario Land allows for some amazing new game styles to develop. Honestly!

Do you have what it takes to discover untold gaming secrets and make sense? Then YOU could win two mind-melting Konami games of your choosing. Simply play your favourite game(s) for ages, whereupon you're sure to uncover some amazing trick or seven, then send in what you've learned to: ***EUREKA! NHS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU*** to reach us no later than it takes for Pete to figure out Sasquath's super death move in Darkstalkers - and no helping him either!

PLAY AS RYO FROM ART OF FIGHTING!
FATAL FURY SPECIAL
SUPER NES ★ ★ ★ ★ ☆

Special indeed! Last month Mortal Kombat II blew our socks off, now Fatal Fury Special's blown them right back on again! The game becomes more exceptional still when you discover Art of Fighting star Ryo is hidden within the game's code, waiting for the opportunity to demonstrate his superior fighting skills. That time is NOW!

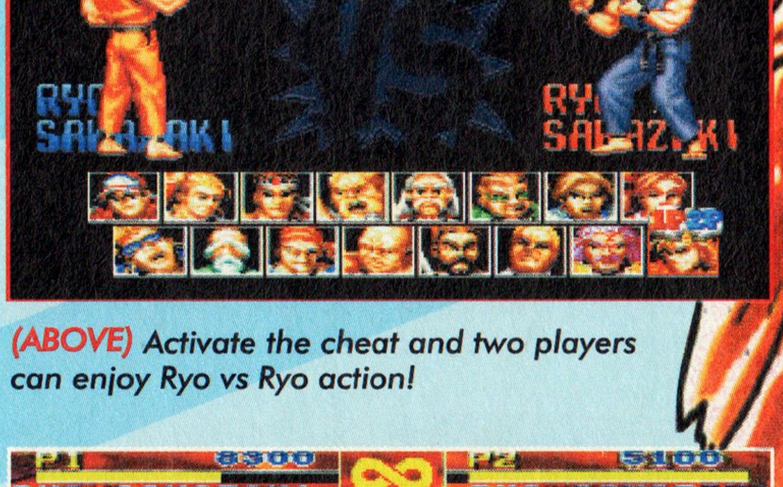
When the Takara logo is displayed press DOWN, DOWN-FORWARD, FORWARD then FORWARD, DOWN-FORWARD, DOWN, DOWN-BACK, BACK and X. It's easier to remember the routine as a Ken or Ryu Fireball followed by a reverse Dhalsim Yoga Flame technique, then X. The flames depicted on the title screen are now coloured a mystical blue to show the cheat has worked.

(ABOVE) Activate the cheat and two players can enjoy Ryo vs Ryo action!

Hien-Shippu-Kyaku
Hold D-B, then T and Kick

Rising Punch
T, D, D-T and Punch

Zanretsu-Ken
Fierce Punch repeatedly



Kooh-Ken
D, D-T, T and Punch

Super Kooh-Ken
T, B, D-B, D, D-T, T and Punch

NINTENDO HELP SYSTEM

KONAMI

LEVEL CODES
METAL MARINES
SUPER NES ★

Mark Tadajewski's level codes make the going slightly easier for ambitious cadets.

Level 5: LSMD
Level 10: PHTN
Level 15: YSHM
Level 20: KNLB

SOUND TEST
FINAL FANTASY II
SUPER NES ★ ★

The Final Fantasy Series has such great music it's available on CD in Japan to buy! The only option to enjoy the music on its own UK players have is to access a secret music test. This is achieved by pressing DOWN, START, SELECT and B on the title screen.

RESET FROM JOYPAD
STUNT RACE FX
SUPER NES ★ ★ ★

Raoul Monks from Tunbridge Wells has discovered something useful for Nintendo's Stunt Race FX. Usually returning to the title screen after selecting a Trax mode is impossible. However pressing L, R SELECT and START simultaneously completely resets the game. Also, there are several 'Radio Control' circuits - not just the one. Press right on the joypad when the best times are displayed to choose from a total of four. Raoul J Monks, you have won yourself two Konami games!

99 PIECES OF LIFE!
LETHAL ENFORCERS
SUPER NES ★ ★ ★

Obtaining a maximum of 99 pieces of life on Lethal Enforcers is a technique mastered easily when following Ipswich geezer Alan Holland's advice. When facing the knife-throwing boss direct your fire towards the knifes. Every tenth knife hit rewards the keen-eyed cop with one extra piece of life.

LEVEL SELECT
BIONIC COMMANDO
GAME BOY ★ ★ ★

Hurray! A cool cheat for an excellent Capcom release supplied by Michael of Angelsey. Whilst playing any level press START then A and B simultaneously. This returns Rad to the Turbo Chopper where he has the ability to select levels.

SECRET GIFTS
LINK'S AWAKENING
GAME BOY ★ ★ ★

Max Jacobi's discovery of secret gifts in the Seashell Mansion allows us to tell you that a secret gift is rewarded for every fifth shell collected. Simply return Link to the Mansion once 5, 10, 15 and - of course - 20 shells are collected to receive something special.

SOMETHING FOR NOTHING
LINK'S AWAKENING
GAME BOY ★ ★ ★

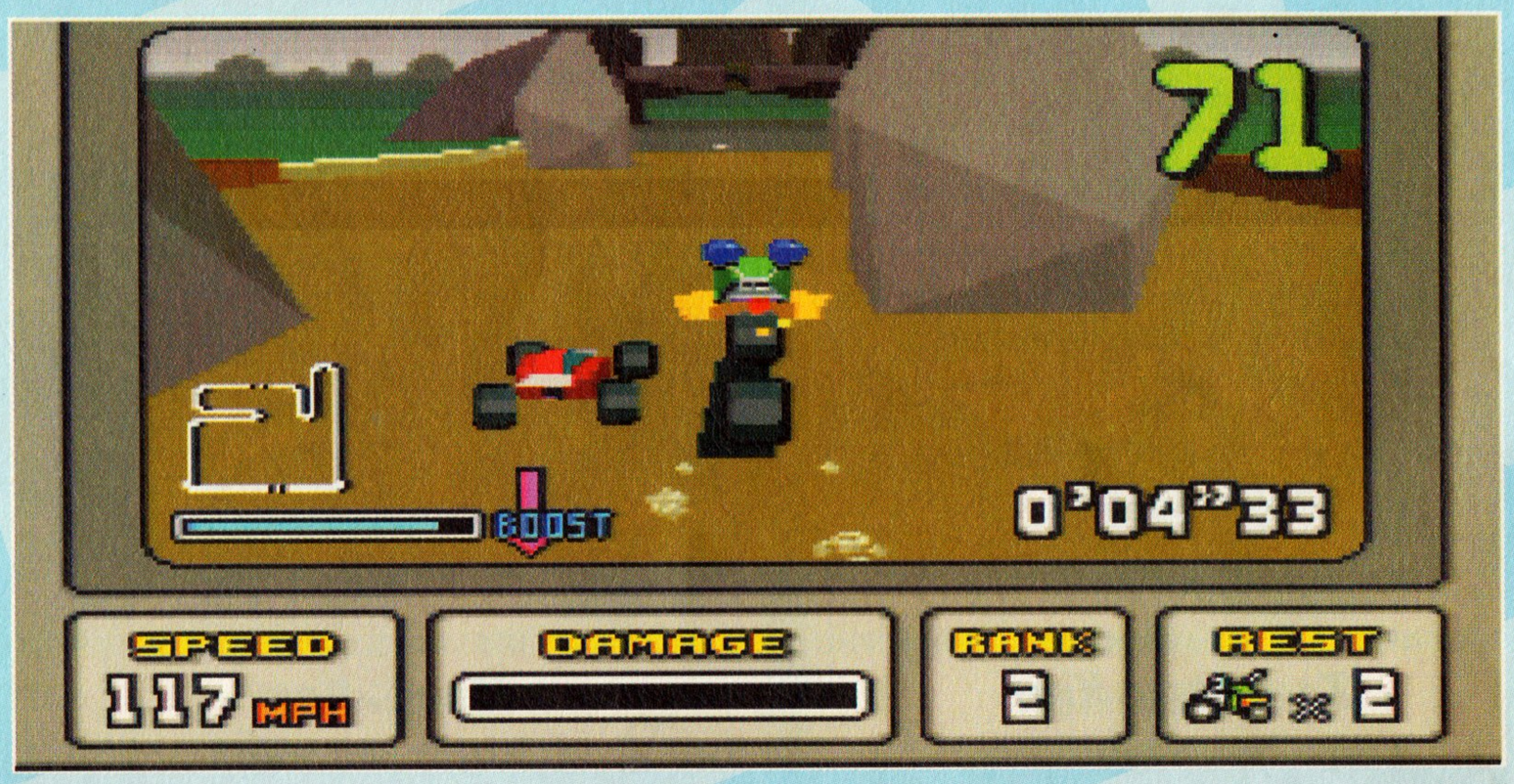
It is possible to take the bow from the shop in Mabe Village without paying, however this entails Link becoming extremely unpopular with the shopkeeper. Gary Walter from Swindon knows another way of getting the bow for no money and without the shopkeeper noticing. Once Link has collected enough Rupees he may make as if to buy the Bow, even going so far as to hand over the credits. However, in saving the game immediately as the credits start to deduct, restarting from this point again reveals that no Rupees have exchanged hands though Link has the Bow. Sneaky.

INVINCIBILITY
SNOW BROS
GAME BOY ★ ★

A cool (literally) - coin-op conversion and a cheat hot enough to make steam from an iceberg! Michael from Angelsey is here once more to say that pressing LEFT, DOWN, A and B simultaneously on the title screen for your Bro to become invincible!

CORRUPT THE GAME!
SUPER MARIO LAND II
GAME BOY ★

Want to know how to totally corrupt your Super Mario Land II cart? Here's how. Finish any stage with a pipe in it. Return to said stage. Take Mario down the pipe and, on his way down, press and hold START. Now press SELECT to leave the level. Now whenever Mario enters any level the game goes haywire and corrupts. Well this is what Michael and Deirdre Neligan from Surrey say.



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NINTENDO HELP SYSTEM

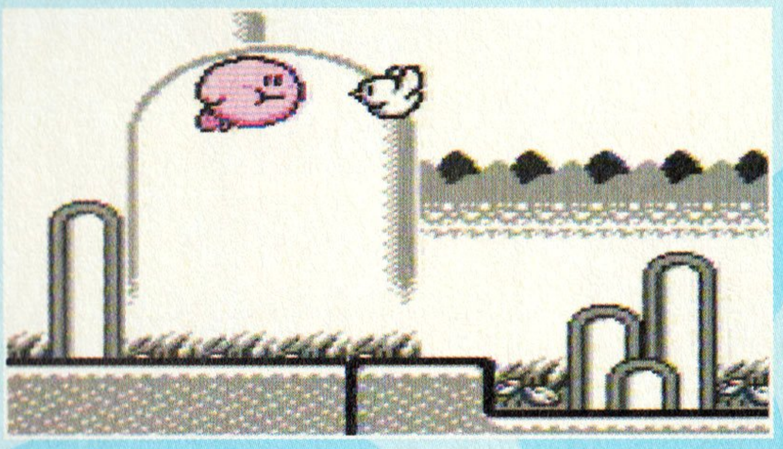
For the sake of NES owners across the country we contacted Nintendo UK this month to provide us with the solutions to the top ten, most asked questions regarding their games.

LEVEL SELECT
BUBBLE BOBBLE
NES ★★★★★

Excited about the game but cannot wait to see what puzzles befall Bub and Bob later on? Well try this level select password: DDFFI.

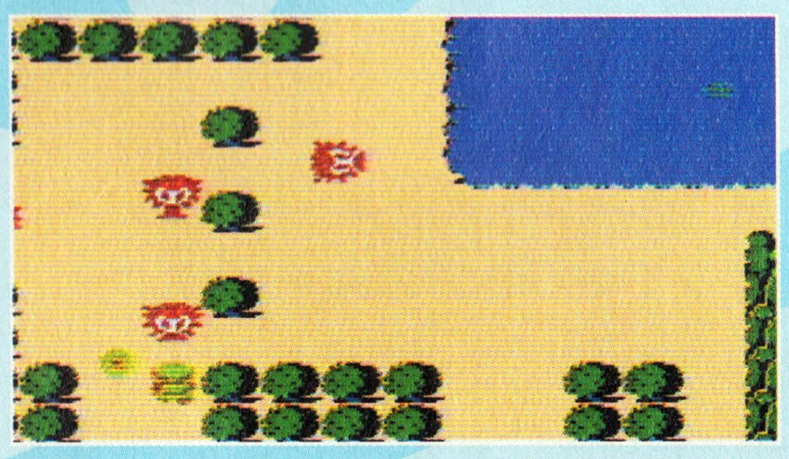
DEFEAT THE EVIL KING WARLOCK
KIRBY'S ADVENTURE
NES ★★★★★

Banishing the evil King Warlock is a really tough ordeal - even when Kirby knows what he's doing! Keep Kirby to the left side of the screen and only fire stars at the Warlock when his cloak is pulled aside. Good luck!



OUT OF THE WOODS
LEGEND OF ZELDA
NES ★★★★★

Don't let the Lost Woods get the better of Link. Follow these directions and he's safely through to the other side in no time at all: Up, left, down, left.



QUICKEST ROUTE TO BOWSER
SUPER MARIO BROS
NES ★★★★★

To guide Mario safely through the arduous level 7-4 have him follow these directions: Bottom, middle, top, top, middle, top.

SECRET WARP TO WORLD FOUR
SUPER MARIO II
NES ★★★★★

The secret warp to World Four is found on World 1-3. Carry the red potion to the end of the World where a large jug awaits. Place the potion next to the jug then have Mario enter sub-space through the door and climb in.

P-WINGS AND ANCHORS AWAY
SUPER MARIO III
NES ★★★★★

P-Wings and Anchors and their whereabouts is a concern of many players it seems. Well here are the answers to your problems in full:

World 1-4
Collect 44 coins to gain the P-Wing.

World 2-2
With 38 coins Mario earns the Anchor.

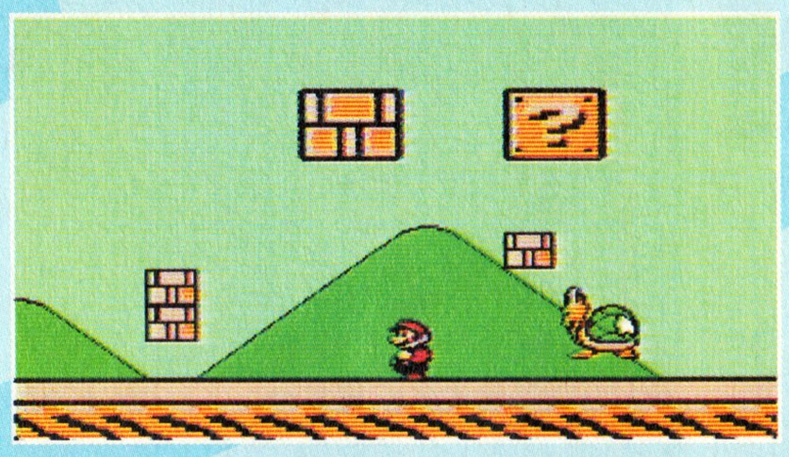
World 3-8
44 coins uncovers the P-Wing here.

World 4-2
Collect 22 coins for the Anchor.

World 5-5
For the P-Wing collect 28 coins.

World 6-7
A massive 78 coins are required before Mario claims the Anchor.

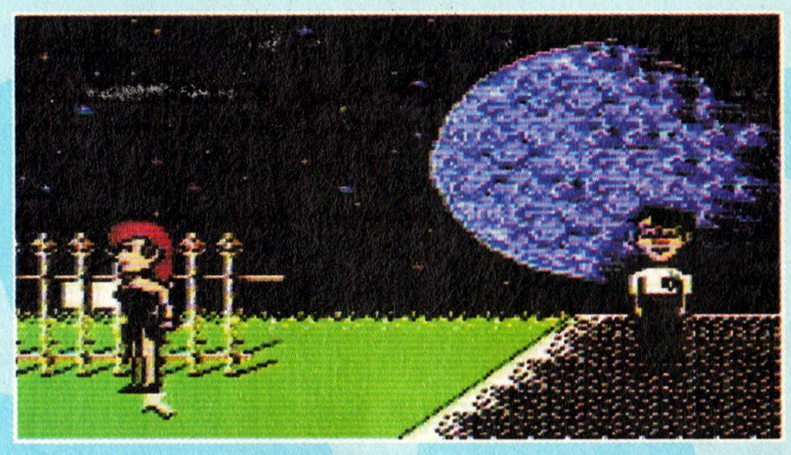
World 7-2
With 46 coins Mario is rewarded with a P-Wing.



(ABOVE)Iggy jumps in with a flying wand to perform a 24-hit, up-your-kilt, in-your-ear, out-the-nozzer combo.

OPEN THE WALL SAFE
MANIC MANSION
NES ★★★★★

That pesky Wall Safe! It's impossible to get it open, bah! Not any more though. just feed the man-eating plant some water from the swimming pool and give it a swig from the can of Pepsi then watch it grow. Climb up it to where the telescope awaits. Move it to the right twice and peer through to learn the code. You need two dimes though!



DEFEAT THE FINAL BOSS
MEGA MAN IV
NES ★★★★★

Great dexterity is required when tackling the final boss in Mega Man's fourth mission. The wire adaptor is used to gain some height by aiming it at the ceiling, then, as Mega Man falls, fire a charged shot at the boss's head.

BALD BULL BITES THE CANVAS
PUNCH OUT
NES ★★★★★

Bald Bull has skin like leather and a jaw of stone. It's impossible to knock him out unless you use a star punch or counter his Bull Charge. When he does a short charge hit back with a body blow upon his third bounce for a knockdown!

KILL THE SHADOW WRAITH!
SHADOWGATE
NES ★★★★★

Killing the Shadow Wraith is really no problem. Just use a torch to light the Magic Torch then use the Magic Torch on the Wraith.

Hope this list of cheats helped most NES players. However we're sure you can do better yourselves. The NES is still a cool machine, and there's loads of secrets knocking about for most games. C'mon! We haven't had an NES winner for ages!

Stunt Race FX

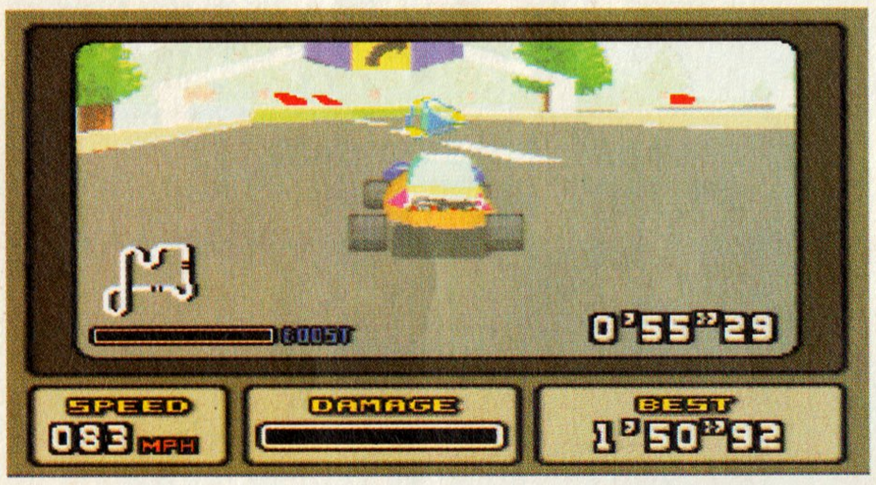
Expert tuition this month for potential Stunt Race FX champions. Narrow roads, poor visibility and the presence of obstacles characterise the Expert circuits. Nervous types steer clear!

As the fog lifts from King's Forest visibility improves, but a clear head is more important. Venturing into these woods is no picnic!

1. S-Presso

Approach the first left-hander of this S-bend by shaving the corner and cutting deep into the far side. Steering hard-left lines the car up for a Speed Booster preceding a tough right-hander. Clip this bend, then steer hard right. The final left-hander is tackled differently, depending on which car you're driving: Generally it's okay to steer hard-left soon after tucking in close to the left. However F-Type requires a little more caution as it is lighter on the ground.

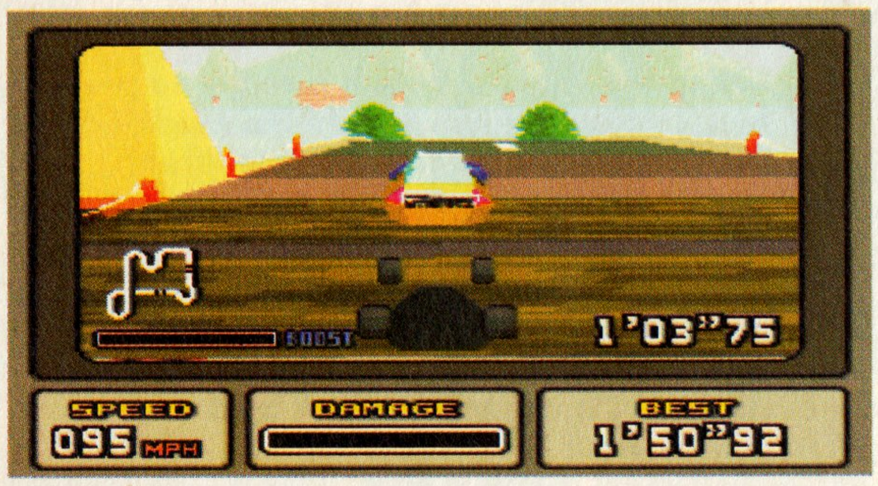
NINTENDO'S BEST-RECORDED COURSE TIMES
4WD - 2' 15" 89
Coupé - 2' 07" 43
F-Type - 2' 07" 36



(ABOVE) Speeding over the bridge requires this blue gem.

2. Burning bridges

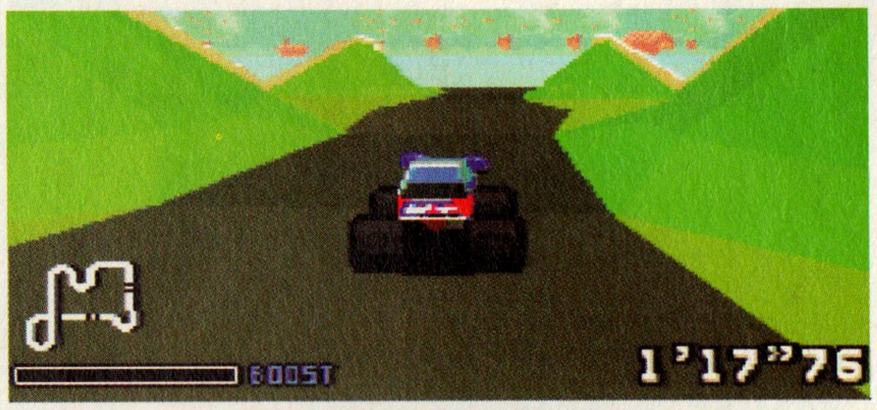
The mist-sodden bridge places a lot of drag on the cars' tires, so lighten the load by using their jumping power to maintain speed. Ensure the car is well balanced before performing this technique, otherwise disasters occur.



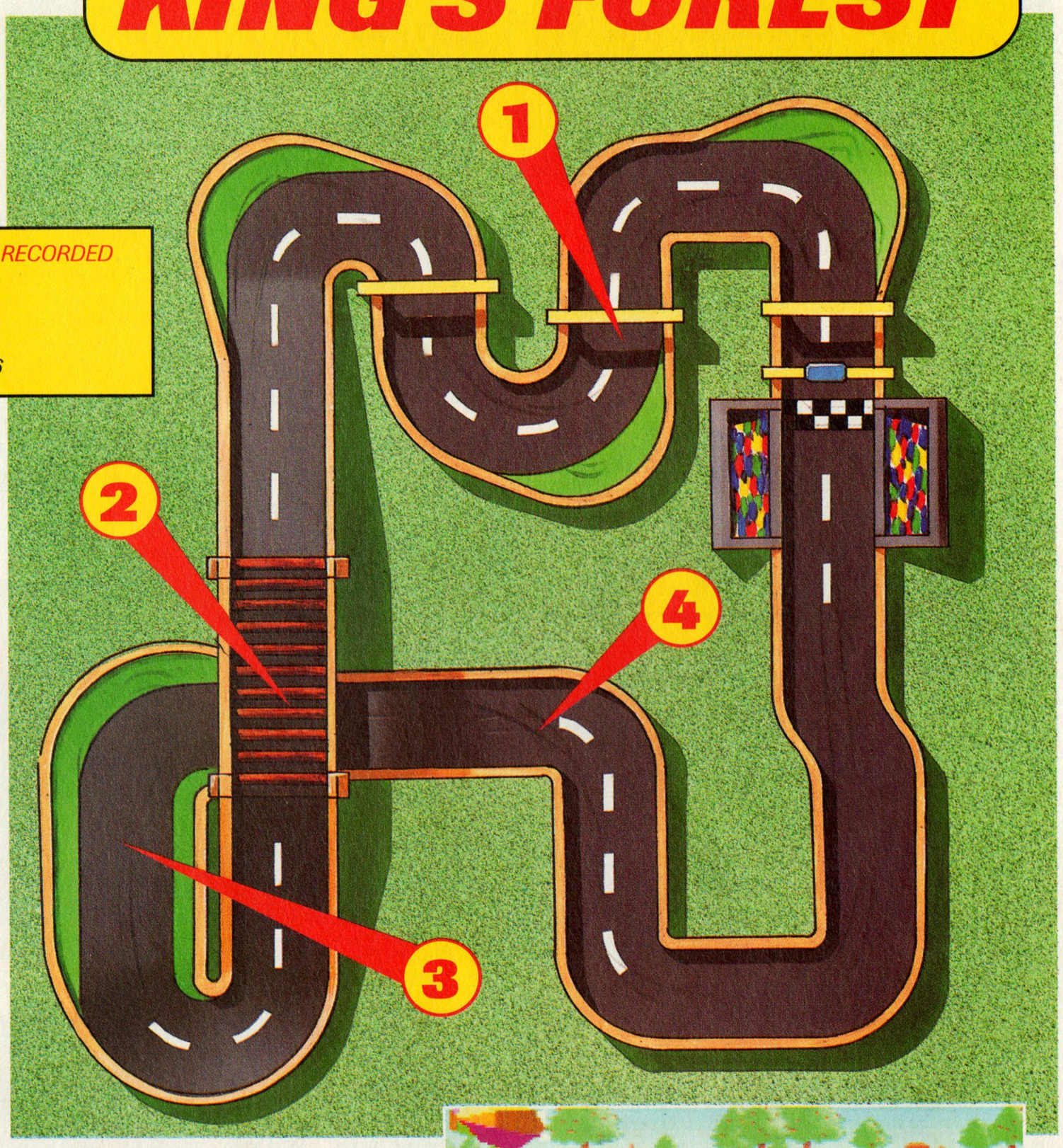
(ABOVE) Coupé prepares itself for the sudden drop ahead. Don't forget to line up for the right-hander at the bottom!

3. Woodland trail

Enter the right-hander at the bottom of the drop as straight as possible then veer sharp-right to collect the Speed Boost. The trail following the bend is best approached head-on and driven completely steady as it is very narrow. Slice the right-hand corner at the end of the trail.

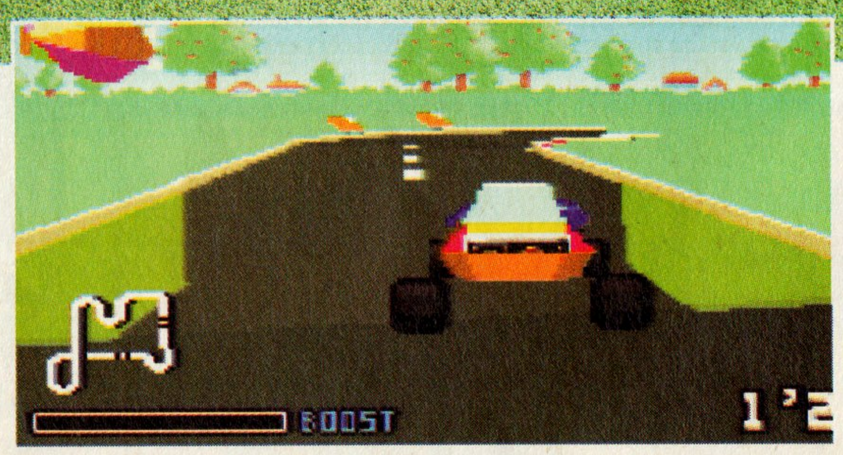


KING'S FOREST



4. Flyin' align

A severe drop greets drivers at the peak of the incline preceding the final bend. It is essential to have the car correctly aligned for the turn ahead as re-adjustments are tough after landing. Don't try to alter the car's balance here.



(ABOVE) Aim for a soft landing at this jump to save time.

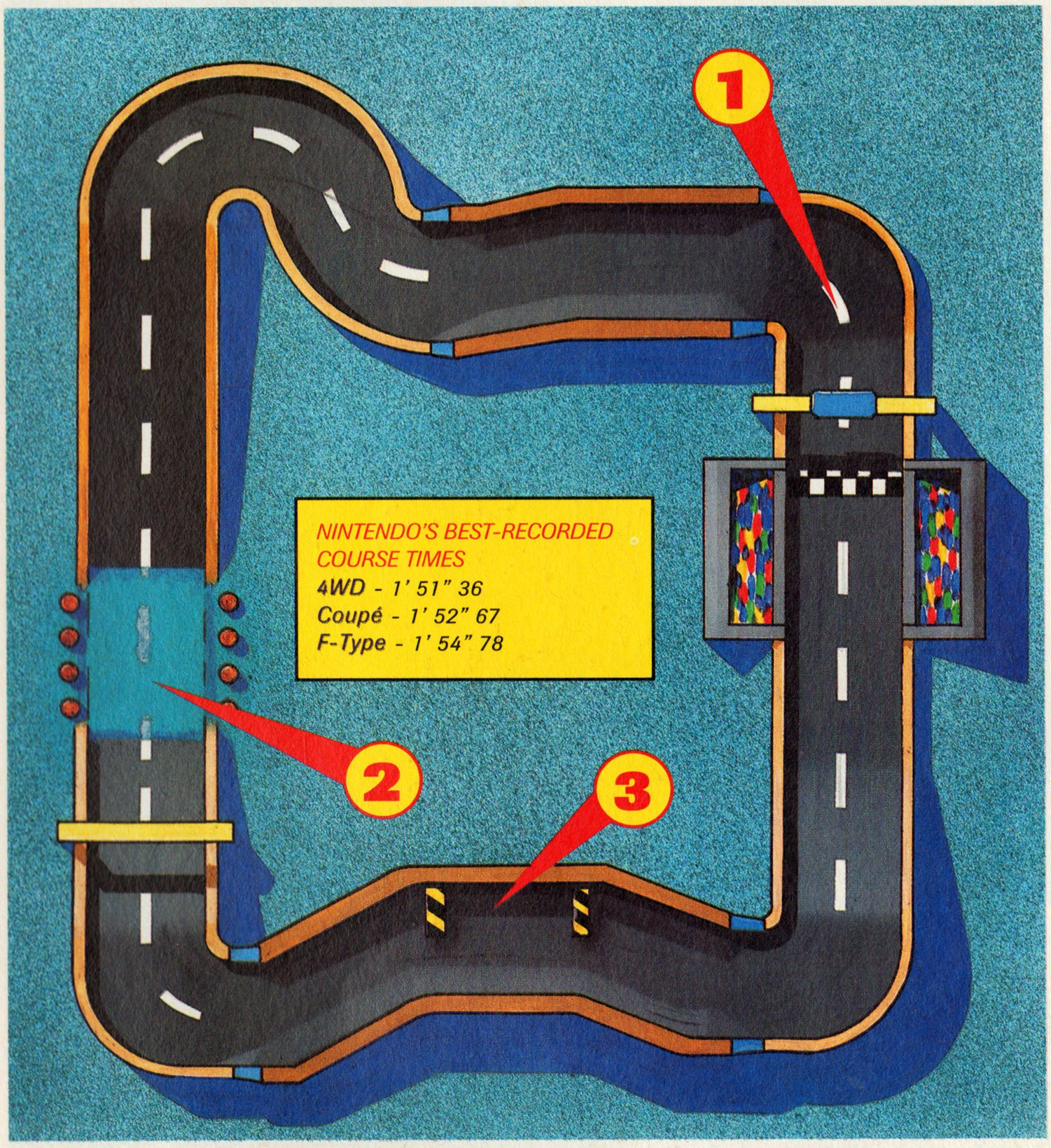
Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

SEA BREEZE

Cheek-billowing speeds are reached along the magnificent straights of the Sea Breeze circuit. Two half-pipe sections offer extra potential for racing the wind. Yee-hah!

1. Full-on half pipe

After closing tightly in on the first left-hand corner, follow the trough of the half-pipe chicane as it curves slightly to the left, then prepare to hug the right-hand corner on leaving. This is a set-up for the ensuing left-hand bend, which is taken wide.



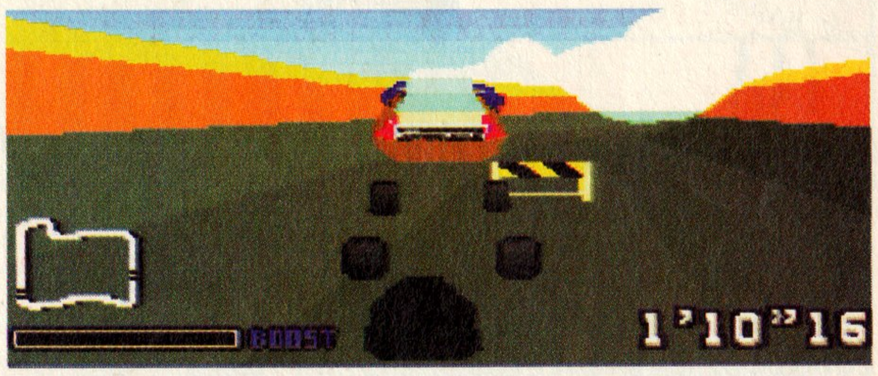
2. No splashing

The slowing effects of the pool of water that has collected at the bottom of this incline are minimised by having the car jump free. Also don't miss out on the Speed Boost, which is slightly camouflaged by the water.

(ABOVE) F-Type is the worst car going for the Expert courses. Its limitations are obvious in sections like these, where a limited jumping ability drains the car's speed no end!

3. Twist and shout

Two striped trestles create a minor irritation in the second half-pipe section, but they're no cause for alarm; especially since it's possible to jump over them. However the half-pipe itself is a nightmare! It's safer to follow the lowest possible route, though tactical use of the sides creates more speed.



(ABOVE) The only problem in doing this is that the trestles remain an obstacle for all three laps - unless one of the other cars crashes into them.

RACING TIP 1: Cornering technique

Always balance speed with control when cornering. Keeping gas full on whilst steering too hard causes all cars to lose traction, whereas being too cautious generally involves slowing down unnecessarily so time is wasted regaining speed. Hair-pin bends require the use of brakes and Boost injection for cars to pull in close to the barrier and power away but the general rule is to make as little adjustment as possible.

WHITE LAND

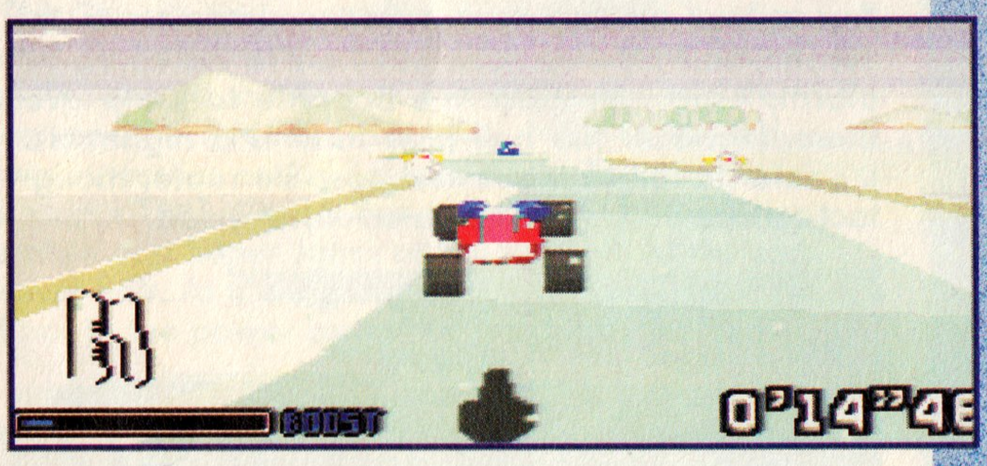
Though confusing and maddening at first, White Land is one of the most fun circuits in the entire game once its secrets are known. It's also right up there with the most bizarre...

1. Slip and pride

All four cars tackle the first, extended right-hand bend in a unique way. 4WD finds it easy to trundle around, hugging the corner quite tightly without much fear of slipping. Coupé is easy to right should it slide out of control, though clipping the inside curve neatly then gently edging round the rest is best. F-Type fares better when drivers tap the R button lightly to keep swinging the back end of the car out slightly. 2WD's traction is good enough to attack the corner like any other.

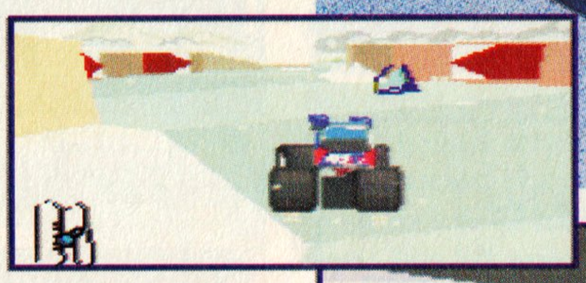
2. Taking the hump

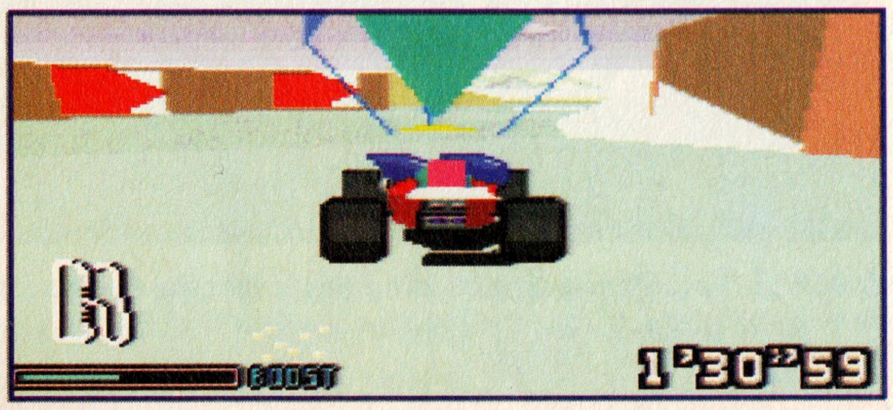
The first snowy hillock encountered isn't too damaging on the suspension, so it's okay to let the cars settle on their own accord after air surfing for a split second.



3. S-slippy

Like most of the S-bend/ chicanes in Stunt Race FX the one approached on the fly-over bridge is made light of by powering straight on through.

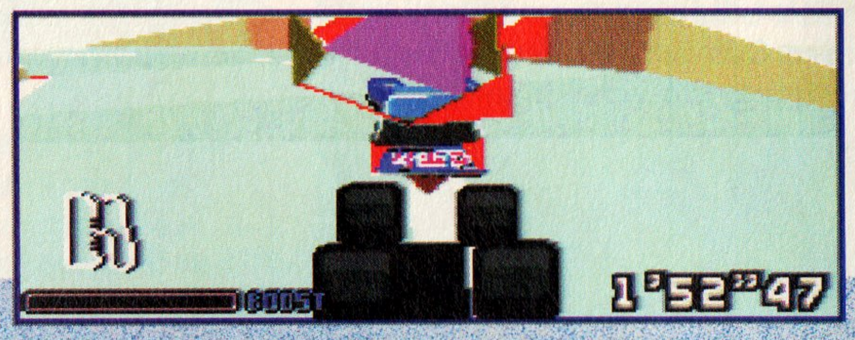


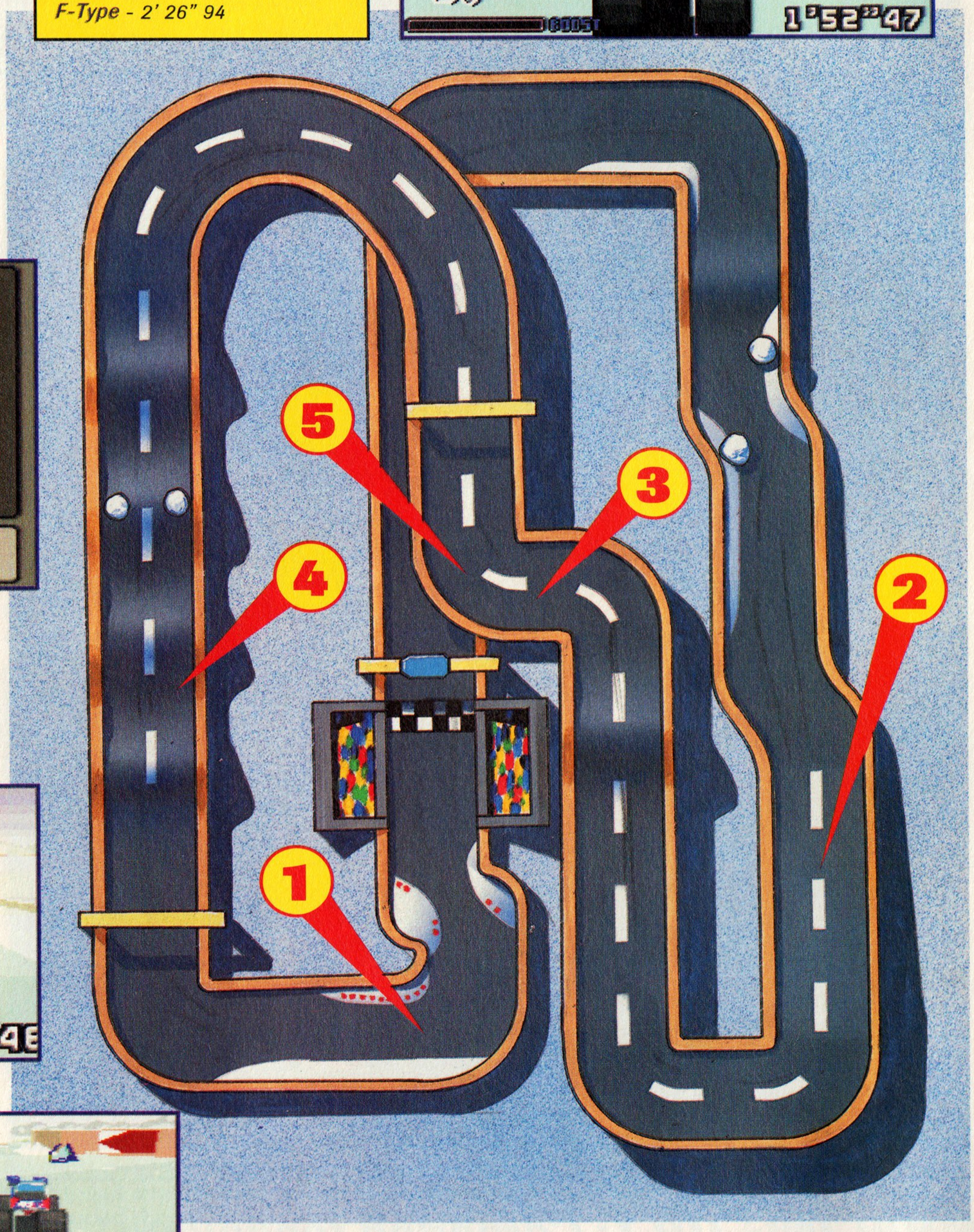


4. Rattling rivets

Short of slowing down completely and gently nosing down each and every one, a driver's only hope of saving face and speed here is to perfect the timing of jumps to soften the blows. A Red, damage-repairing gem awaits all survivors on the other side.

NINTENDO'S BEST-RECORDED COURSE TIMES
4WD - 2' 28" 63
Coupé - 2' 32" 07
F-Type - 2' 26" 94





(ABOVE) Lift off! 2WD's bridge stunt is cool. Pity it leaves a driver's chance of a record time in the deep freeze!

5. Jumparama

Not only does 2WD look impossibly cool, it can perform the impossible too! At the start of any race or time trial, as 2WD passes beneath the fly-over bridge, press the jump button and watch 2WD soar into the sky, whereupon it lands on the fly-over. Incredible! Well, not really because this actually puts it back half a lap. Gnnh!

NIGHT CRUISE

Head-on collisions are common for drivers who are unfamiliar with the many road obstacles found on this circuit. Fox McCloud is available to help, but only those who know his secret.

1. The slalom

A series of four traffic islands line the road. To their left is a Damage Repair gem, to their right is a Speed Boost. Obviously the boost is the most useful to skilled drivers, however its collection involves some nifty manoeuvring as a line of traffic cones block the exit to this route.

2. Left! Left! Left!

After leaving the first tunnel, during which the inside left corner is clipped, keep extremely close to the inside corner of the next left turn. This is doubly helpful as it avoids smashing into the pair of crates left lying in the road.

(ABOVE) Actually this corner is going a bit wrong for Coupé. Still, at least it's managing to avoid those crates.

3. Flight crates

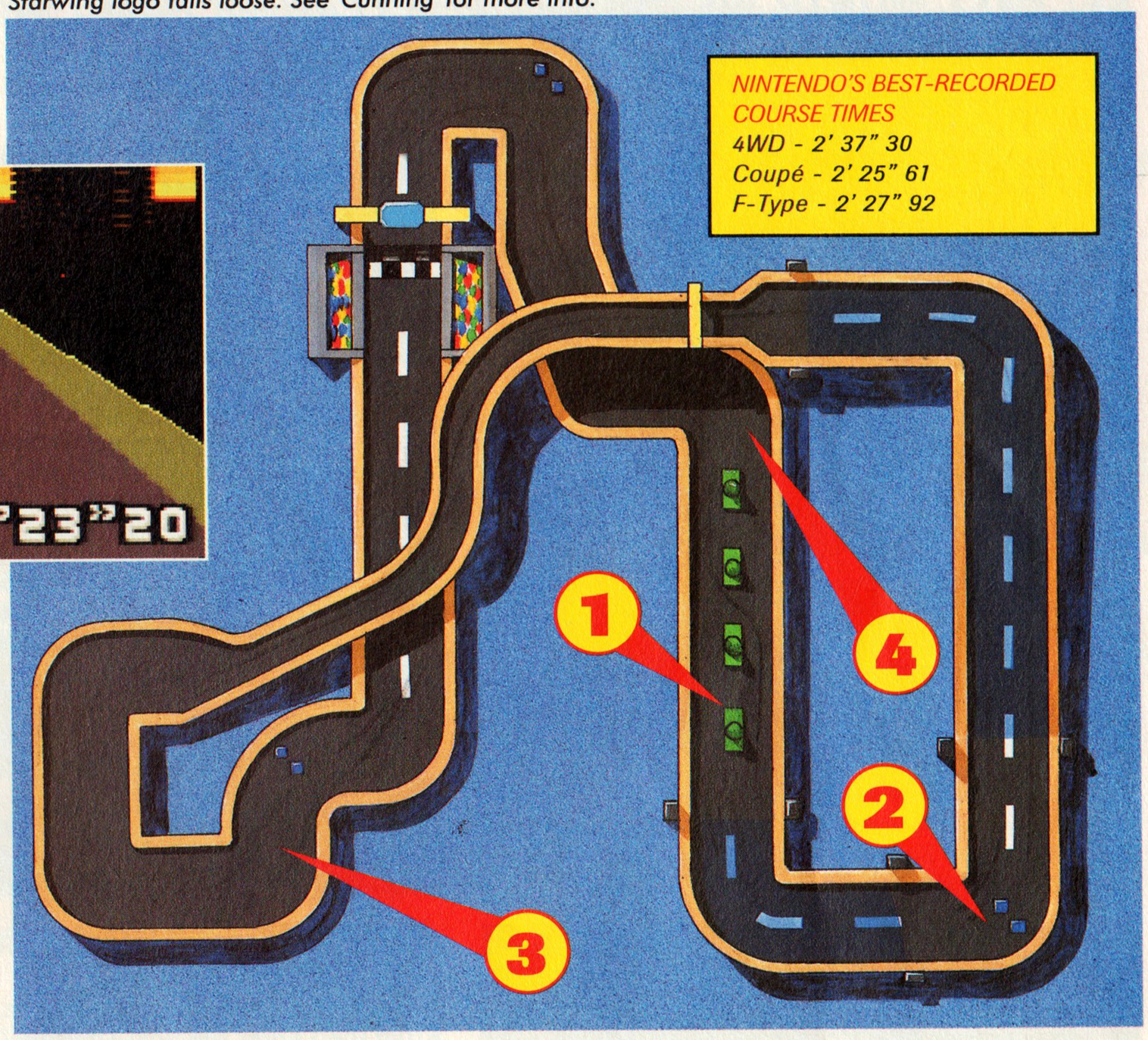
From the air this right-angled series of bends looks impossible to negotiate. There's really no cause for alarm because all cars find it no trouble to just glide through like an ARWING down its launch chute...

(ABOVE) As Coupé stumbles into the crash barrier the Starwing logo falls loose. See 'Cunning' for more info.

4. Cunning

Dislodging any of the Starwing logos causes Fox McCloud to fly his ARWING down the stretch of road referred to in point 2. He drops a bonus Speed Boost into the left-hand lane.

NINTENDO'S BEST-RECORDED COURSE TIMES
4WD - 2' 37" 30
Coupé - 2' 25" 61
F-Type - 2' 27" 92



RACING TIP 2: Weight control

A car's weight distribution is an important consideration for expert drivers. This may sound spurious but circuits such as White Land prove otherwise. Controlling cars as they fly off the tip of a verge or struggle to maintain a flawless run over a series of ramps necessitates balancing the car just right in order to make perfect landings each time. Speed is maintained and damage kept to a minimum.

NEXT MONTH...

...buckle down for the Master Class. We also reveal some of Stunt Race FX's best kept secrets alongside the NMS team's fastest course times.

SUPER METROID

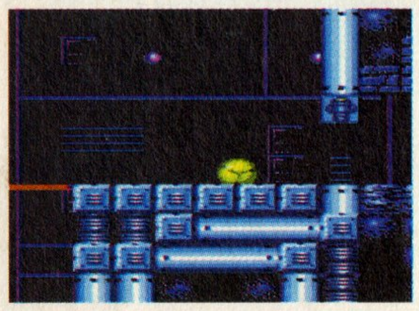
HERE WE GO ON THE SECOND INSTALLMENT OF OUR MOST RESPECTED SUPER METROID PLAYERS GUIDE. UNLIKE THE LEISURELY PACE WE SET LAST MONTH WE GO HELL FOR LEATHER RIGHT THROUGH TO TOURAIN LEAVING NO STONE UNTURNED.

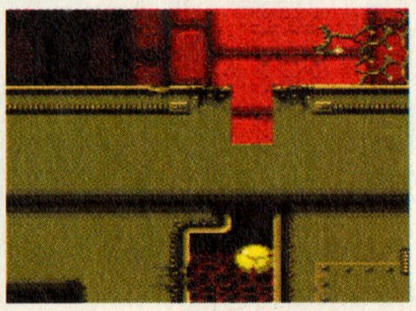
No Business Like...

▼ ***32. One Spazer please!***
Samus takes the lift upwards to return to the chamber with the Yapping Maws and, using the Hi-Jump Boots, jumps up through a small hole in the ceiling. There she finds another small passage that's blocked by two rocks. Bomb the first then Charge Beam through the other to make a passageway.

▼ ***33. Thanks ever so much!***
Past the Green door lies the Spazer attachment. Once equipped Samus' weapon fires three beams with greater destructive power than ever before!

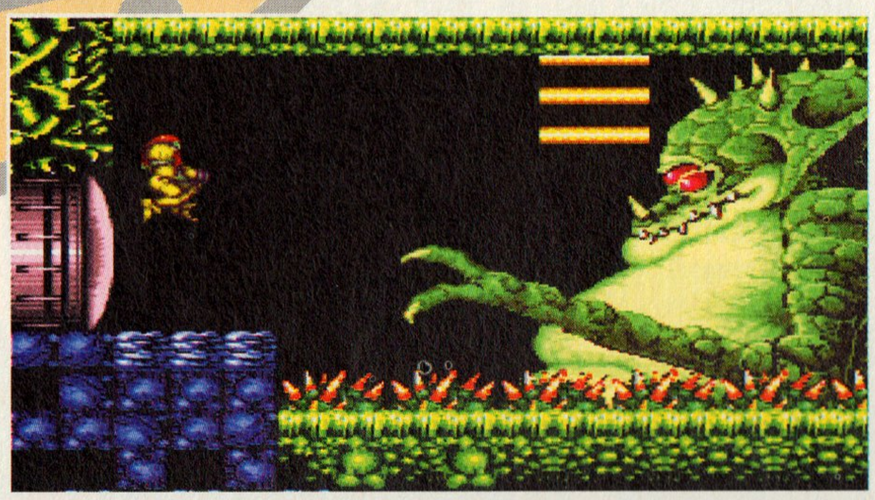
▼ ***34. A rolling stone***
To the right of the lift leading to Norfair is a secret entrance that is exposed with a Super Missile.





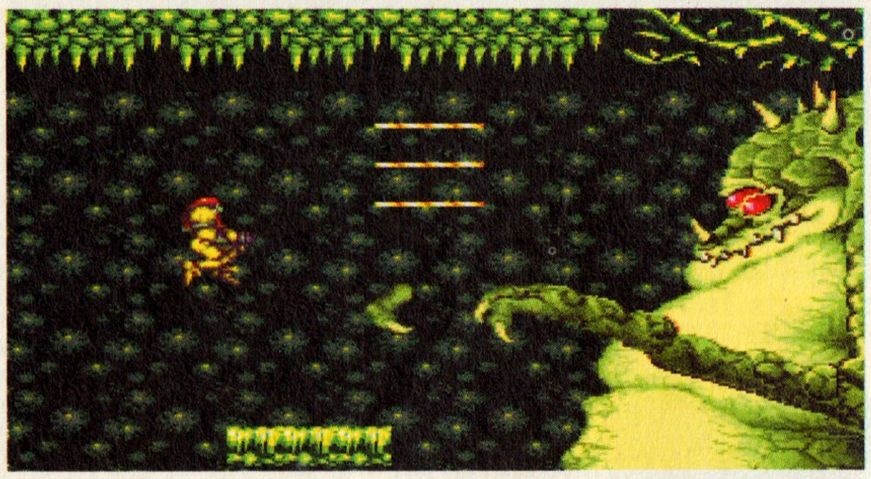
▲ ***35. Some things up***
Go through the door past the large blue face then blast a hole in the floor to drop down. Another door is found which cannot be opened just yet. Opposite is a small passageway that leads to a chamber full of Kihunters. Destroy them before bombing through the floor at the point shown above. Fall through and enter the Blue door.

▲ ***36. Last chance to top off!***
If Sam is short of energy or missiles, take her through the passageway above to a re-charger room. This is her last chance to stock up.



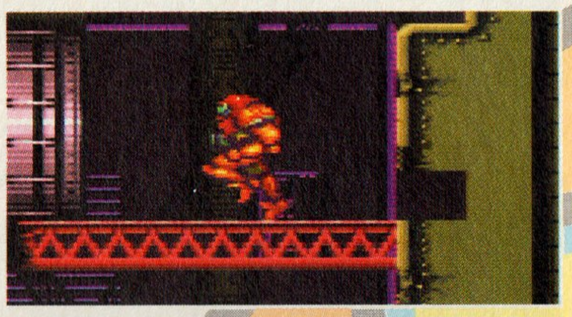
HOLY MONSTROUS BOSSES!

▲ ***37. Size isn't everything***
Blast through several Space Pirates and the Mini-Kraid then enter the boss chamber. Here lurks the evil Kraid and boy is he big! Stay close to the door and fire charge beam shots at the Kraid's mouth to cause damage. When Kraid becomes completely visible leap up onto the platforms and continue firing at it's mouth. Avoid the spiky platforms and blast the spinning claws to reveal power-ups. Several more hits defeat the Kraid and allow access to a room at the bottom right of the boss chamber.



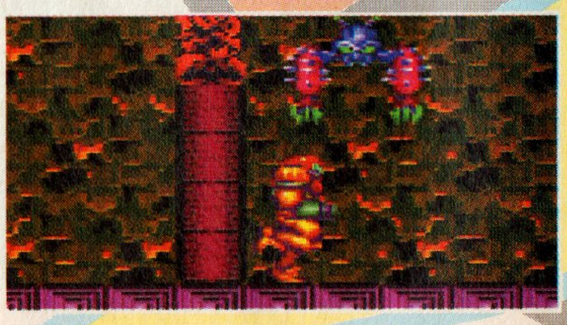
38. I'll take that Varia suit now thank you!
This room holds the Varia suit. Once equipped with this item, Samus is able to withstand the tremendous temperatures of certain parts of Norfair. The suit also reduces damage from enemy attacks by half.

▼ ***38. Thanks ever so much!***
The door pictured below can now be opened. Once inside morph and bomb the Beetoms before they sap Samus's energy.



▲ ***39. More energy vicar?***
Shooting the ceiling reveals another Energy tank. Once collected it's time for Samus to return to Norfair.

▼ ***40. Out of the frying pan***
The Varia suit allows Samus to enter all areas of Norfair without sustaining any damage. Once in Norfair take the first Blue door on the right. Blast the rock to fall into the main chamber then travel right towards the Red door near the ceiling. Norfair is home to many new creatures, including the tough Dessgeega!



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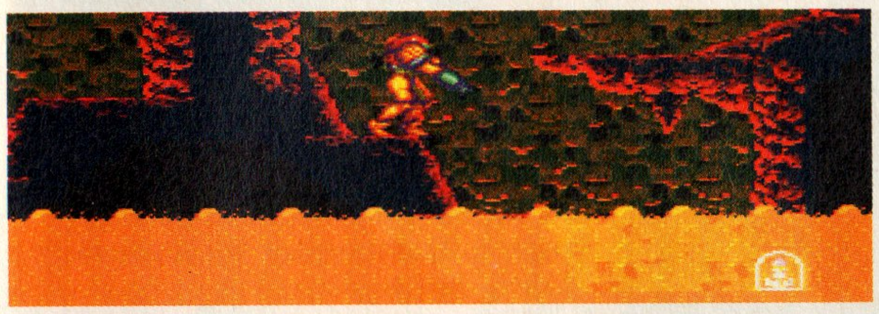
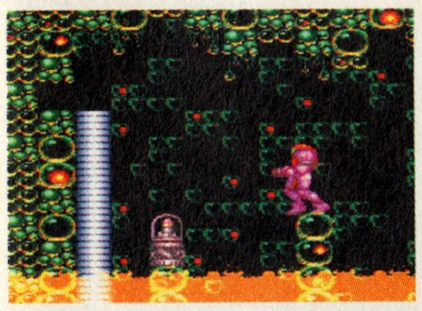
▼ 41. Too hot to handle

The lava is too hot to touch so try not to land in it! Brave players will avoid this advice, of course, and collect the missiles that lay beneath the lava near the Green exit door. Sometimes craziness pays!



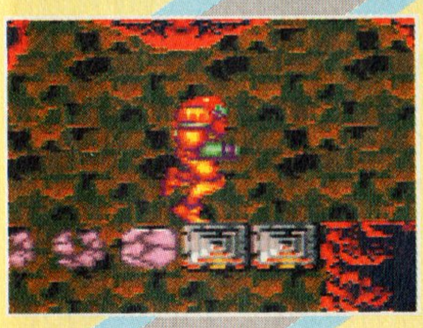


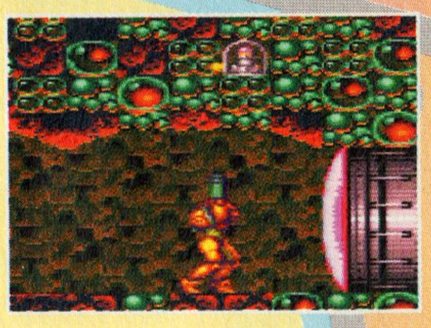
▲ 42. Bring on the reserves

Soon Samus enters a large chamber covered in bubble-like formations. There are five doors and three secret passages located here. First take the Green door situated near the top left. Skillful execution of the Wall Jump technique is the only way to reach it. In this room more missiles await collection. The left-hand wall conceals another secret passage. Use a charged beam to bring the platform out of the lava. Here is found more missiles and the first Reserve tank.

▲ 43. C'mere, there's more!

Return to the main bubble chamber and pick up the missiles from a hidden area at the bottom right. Then use the Wall Jump technique again to reach the second Green door at the top right.



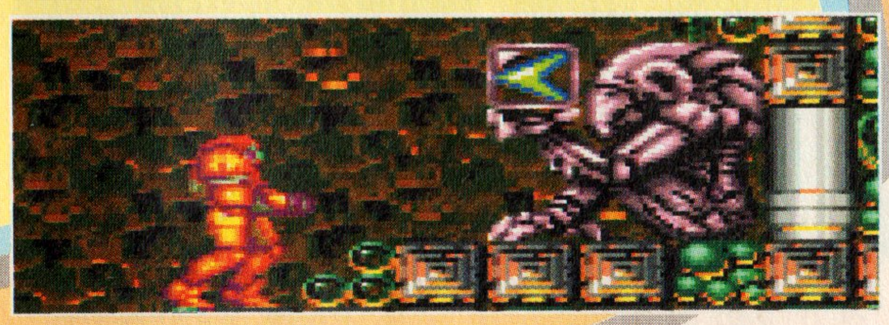


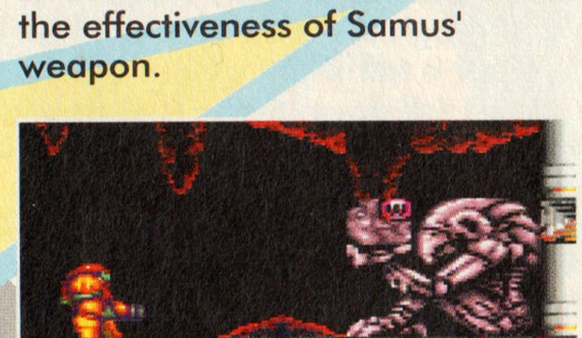
▲ 44. Run like the wind

Dash to the right, across the disintegrating bridges until you reach the Red door. Before you enter collect the missiles that are hidden in the ceiling.

▼ 45. Found the Speed Booster

Samus can now run at supersonic speeds, enabling her to smash through enemies and walls. The Speed Booster must be used straight away to sprint back across the collapsing bridges before the lava rises.





▲ 46. A slight detour

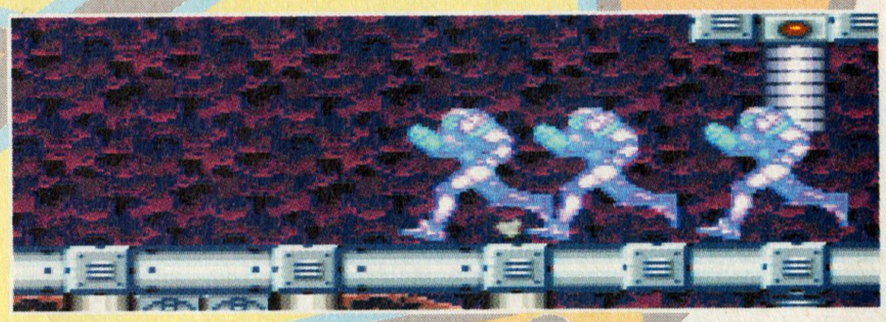
Once back in the bubble chamber go down and through the door that lies directly below the Green door on the right hand side. Drop down several platforms and enter the Red door. Jump across the platforms to reach the missiles. To cross the large pit you will require skillful timing to reach the Red door to the far right. Jump down on to the spikes on the far right of the pit. Use boosted jumps to jump off the spikes on to the ledge above. It can be done! Through the Red door lies the Wave beam attachment that further enhances the effectiveness of Samus' weapon.

▼ 47. In the pipe

Return to the bubble chamber and save if necessary. The save chamber is the Blue door on the left hand side. There is a secret passage located at the bottom of the chamber between the two face statues. Bomb your way through until you reach two Blue doors. Go through the left door.

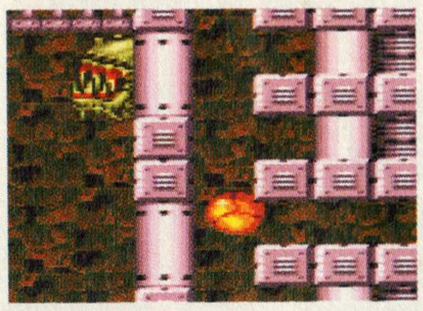
48. No overtaking!

Jump across the gap and through the blue door on the left to enter a very thin and long passage. Use the Speed Booster straight away to smash through the walls and Beetom's that block the passageway. Pass through the save chamber into the main shaft below the lift. Jump up the shaft and go through the Green door. The Speed booster enables Samus to pass beneath the fast moving gates to reach the Blue door on the far side.



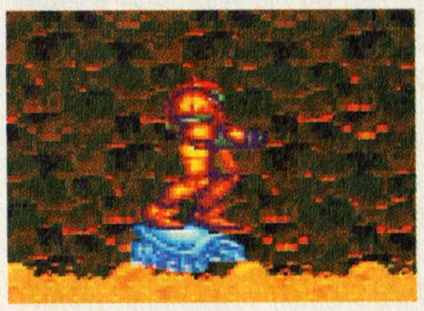
▼ 49. Time to cool off!

Use the Tripper platforms to cross the lava pools but keep Samus jumping because they sink under her weight. Through the Blue door then zig zag up the platforms keeping an eye on the fireball spitting Namihe heads. Blast the floor in front of the Blue door at the top right and morph to enable Samus to roll into the small ledges to reach the passageway. Keep heading right until Samus reaches the Chozo statue holding the Ice beam attachment.



▼ 50. Up, up and away

With the Ice beam secured it's time to return to Brinstar to collect another vital piece of equipment.

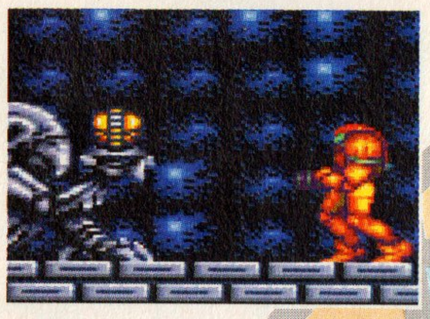


▲ 51. Climbing the walls

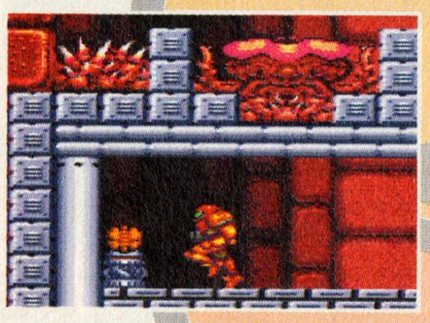
The Ice beam is a very handy item allowing Samus to freeze enemies in their tracks. This is essential because it enables Samus to freeze the Rippers that litter the shaft in Brinstar. Samus may then use the frozen creatures as steps to climb upwards.

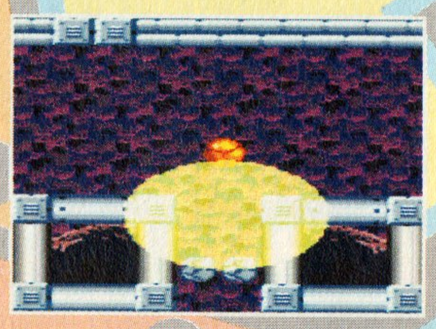
▼ 52. I have the power

Go to the top of the shaft and through the Blue door. Keep moving right, using short jumps to avoid hitting the spiky ceiling, and pass through a second Blue door. Shoot the floor and drop down to a Green door, freezing the amoeba-like Boyons and using them to cross the spiked floor to collect the Power Bomb. This weapon releases a massive explosion when detonated. It destroys enemies, walls and opens Yellow doors. Plant a Power Bomb right next to the Chozo statue to blow away the wall revealing a hidden chamber containing more



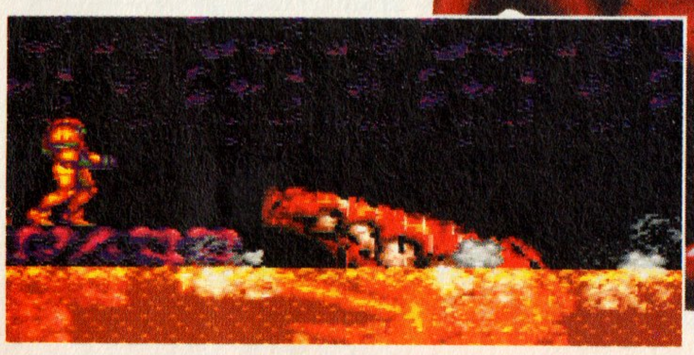
missiles. Leave the chamber and return to the Yellow door. Go up past the Yellow door and enter the Green door. Use the Charge beam on full power to freeze the huge Side Hoppers and drop another Power Bomb over on the far left of the room. The metal platform collapses allowing Samus to fall through a 'dummy' flower to a secret chamber containing another set of Power Bombs.





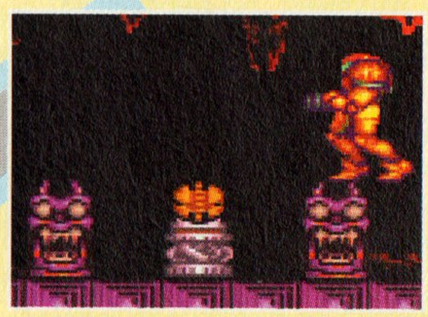
▲ ***53. Once more under the breach***
With 10 Power Bombs in tow Samus should head back into Norfair to the spot where she boosted under two gates to reach the Ice beam. Use a Power Bomb to break through the floor and drop down. Go through the Blue door and drop down the fiery shaft to another Blue door. Once through use the Speed booster to smash through the Space Pirates and walls to reach a Green door built into the floor.

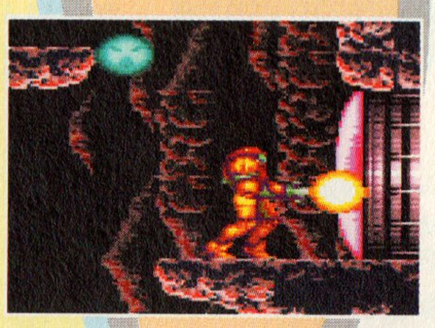
▲ ***54. You're a bit ugly!***
Passing through the Green door leads to the chamber of the Crocomire! A big and extremely ugly lava monster that has a hide so strong no weapon can damage it! Samus needs to force the Crocomire back towards the lava by firing missiles or the Charge Beam at it's open mouth.



▼ ***55. No bones about it!***
Once the Croco has fallen into the lava travel left to the spiked wall. The Crocomire's bones come crashing through the wall but don't cause any damage. Jump onto the rocks to reach a blue door over to the left.

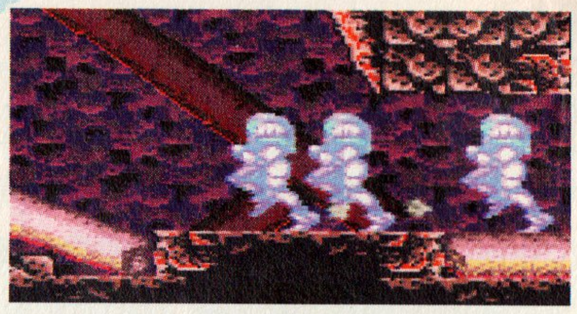
▼ ***56. A tall order***
Use the moving platform to enable Samus to jump to the ledge at the top left of the chasm. More Power Bombs lie beyond the Red door.

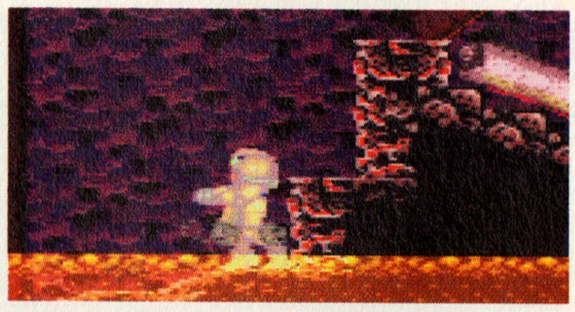


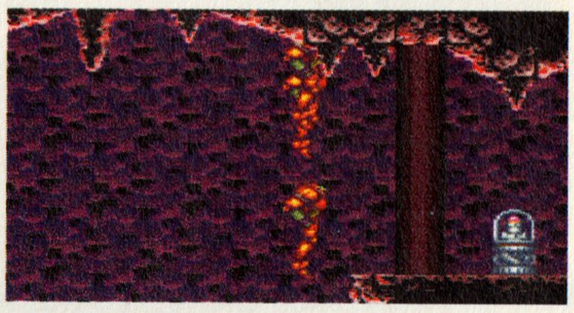


▲ ***57. Off the beaten track***
Go through the Blue door on the floor of the chasm to enter a tall shaft. Ignore the door on the left and instead fall down to the Red door on the right side of the shaft. This leads to a dead end and another case of missiles. Leave the room and drop through the door on the ground below. Explode a Power Bomb beneath the door to destroy the rocks on the floor, then Dash from the far right and jump on the end of the ramp to hurl Samus towards the Blue door on the far left. If she has plenty of energy you can attempt to collect some missiles that

rest directly above the ramp. Dash to the point shown below to super jump into the ceiling next to the missiles then move left to land on the ledge.

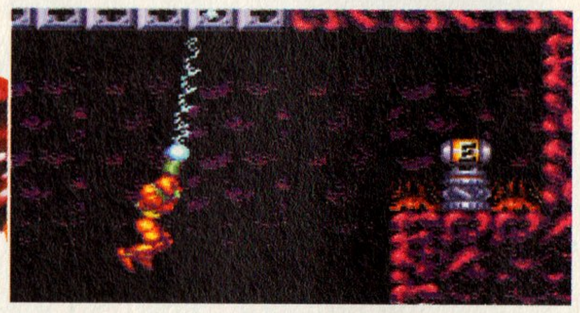






▼ ***58. Sheena time***
Leave the huge chamber via the door on the far left to uncover the Grappling beam. This modern-day marvel allows Samus to attach to grappling blocks on the ceiling and swing across. You can use this item to return to earlier areas to collect more items.

▼ ***59. Deeply dippy***
Use the Grappling beam to cross the pools of water then return to the spot where you destroyed the Crocomire. Use the Grappling beam to swing across the lava pool and collect an Energy Tank.



60. Head on out
Swing Sam back to the door in the ceiling and guide her up the platforms towards the Blue door at the top left. Go through then upwards to the Grappling blocks on the ceiling. use these to swing her

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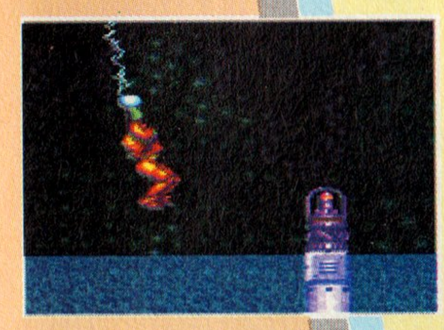
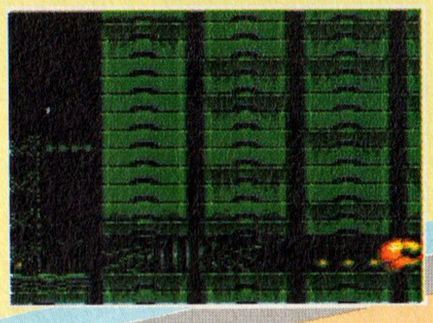
SUPER METROID

across the chasm towards the missiles case and a gate leading to another Blue door. Take the lift back to Brinstar and retrace Samus' steps to where she collected the Power Bombs. Here she finds another lift that takes her to Crateria and the Planet's surface. Freeze and fry the annoying Kihunters and move her right, through the Yellow door. The next chamber is almost completely flooded with water so use the Grappling beam to cross.



▲ ***61. Ship shape***
More Grappling skills are required to cross the metal girders to reach the entrance into the Wrecked Ship.

▼ ***62. Power on!***
The Wrecked ship is the smallest area in the game but conceals plenty of items and hidden areas to find. Before you can do anything though Samus needs to restore the ship's power. Dash her across the conveyor at the entrance then drop to the Green door at the bottom. Don't hang around or the ghostly Coverns appear right on top of her!



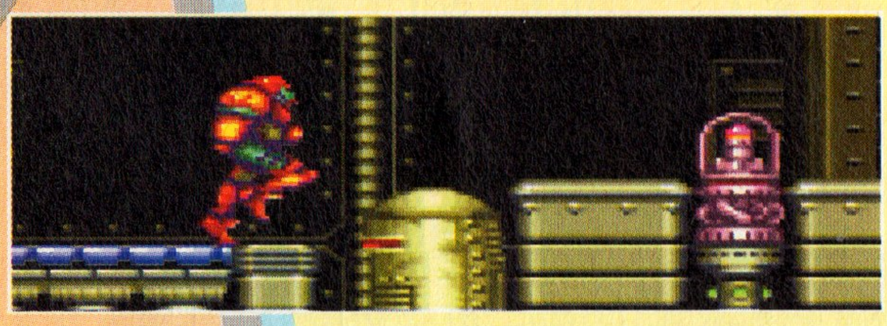
▲ ***63. Tight squeeze***
Beneath the Green door Samus heads right, towards a small passageway. Three Missiles or one Super Missile to the eye opens the door to the next room. Before Samus enters make sure she has plenty of power and weapons, because this is the lair of the Phantoon!

▼ ***64. Tiny Phantoons***
The ghostly Phantoon is diverting all of the ships power so blow it away! Sam can only damage it by shooting missiles directly into it's eye when it's open. Expert play is required to avoid the blue fireballs that the Phantoon spits out. Blast these when an eye appears on them to reveal power ups like missiles and energy. Like the Spore Spawn the creature moves faster as it takes more damage.

▲ ***65. Ship shape***
After defeating the Phantoon go back through the blue door in the roof and head for the Red door on the left. A batch of Super Missiles are found in this room. Opposite the entrance to this room is a hidden passageway that leads to another room. Samus runs against the conveyor belts till she reaches the robot. A Power Bomb reveals another passageway to more Super Missiles.

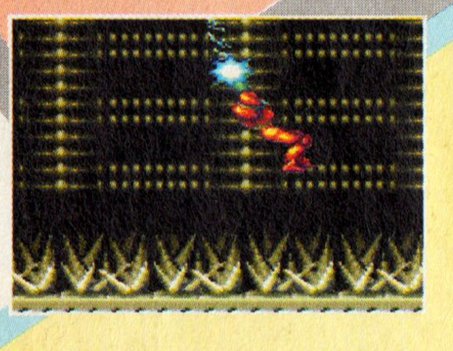
66. Saved by the bell
With the power restored you can now save Samus progress. Next lead her upwards through the ship to a Blue door at the top of the chamber. Before she enters charge up the beam weapon to blast the two Kihunters lurking on the other side of the door.

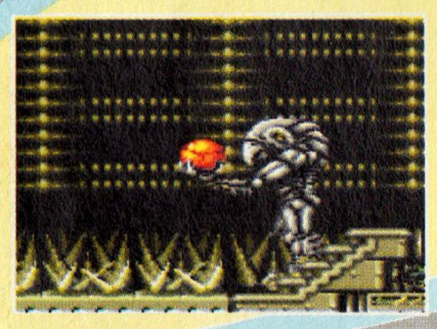
▼ 67. Every which way but..
To open both doors in this corridor Samus needs to destroy all the enemies in the room. Take the door to the right for some more missiles then go back into the corridor and take the left door.



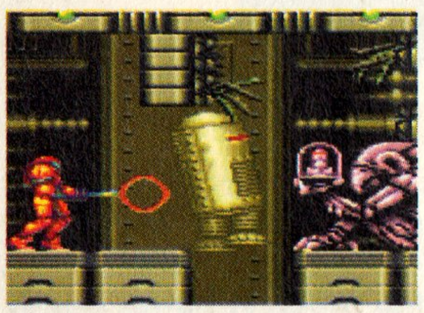
▼ 68. Space Tripper
The rocky cliffs and platforms high above Crateria were smashed when the Wrecked Ship crash landed. Searching here uncovers several missile caches and another entrance to the Wrecked Ship.

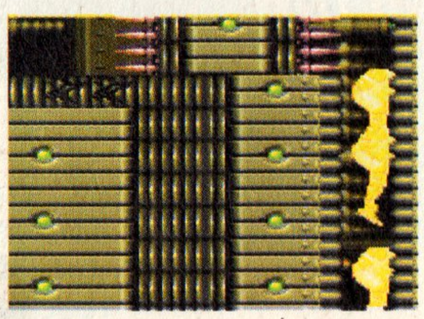
▼ 69. Gravity of the situation
The concealed entrance into the Wrecked ship leads to a Chozo statue. Use the grappling beam to reach it then morph Samus in the statue's hand.



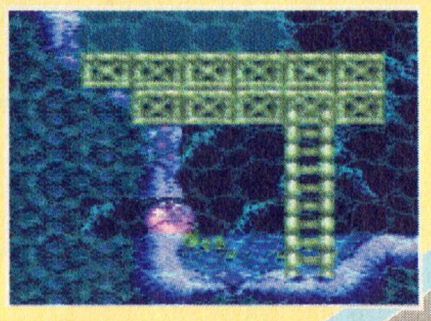


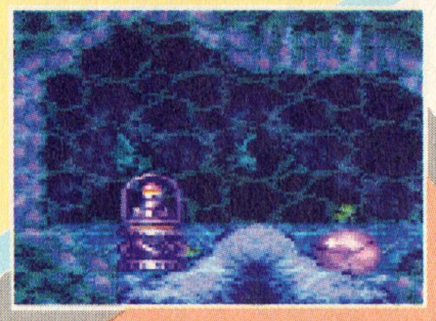
▼ 70. Home alone?
The Chozo statue carries Samus through the floor and drops her at the door leading to the Gravity suit. Beneath the door is a block concealing the entrance to a hidden chamber. Here are found more missiles and a Reserve Tank. To collect the Reserve Tank plant a Power Bomb near the Chozo statue and Super Jump at the far right of the conveyor belt. At the top Samus jumps over a collapsing floor to the power container that holds the Tank.





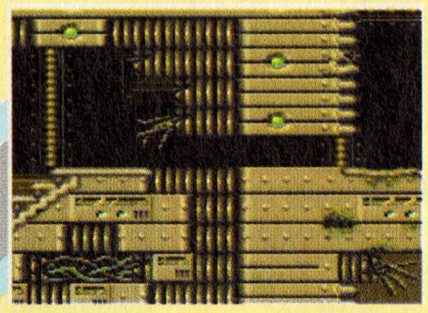
71. Now you're mine! Hoo, Ha-argh!
The gravity suit allows Samus to move more freely through water and increases her armour protection.





▲ 72. Port of call
Having left the ship Samus travels left through the water to a passageway leading to yet more missiles! Entering the Wrecked ship again and dropping to the fourth ledge reveals a secret entrance.

▼ 73. Why wait?
More missiles for the taking but with the power on it's tricky to avoid the spikes. Collecting these before tackling the Phantoon is a lot easier.



▼ 74. Stripped to the bone
The door beneath the save chamber leads to an Energy Tank and the pathway to Maridia. Only the gravity suit will allow Samus to pass through this section. Jump past the spiked platforms to another room. Pass through the Red door at the top to enter a chamber filled with water and spikes. Use the platforms and the Grappling beam to reach the Chozo. The platforms sink when Samus lands on them so have her jump repeatedly to keep them above water.

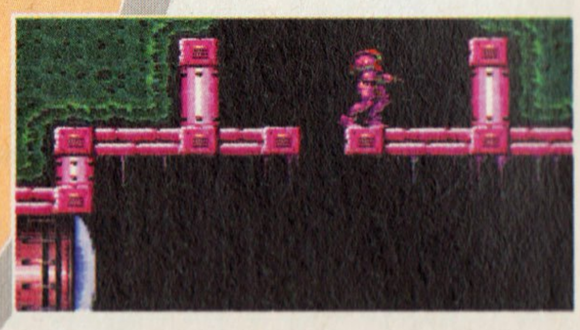
75. Angling haggles
Leave the Wrecked ship yet again to enter an area of Crateria that's filled with water. Samus can either run through the water or use the platforms to cross this section.

76. Remember Jaques Cousteau
A Power Bomb blasts a doorway into Maridia for the most extensive section in the game so far! The Gravity suit enables Samus to manoeuvre through the flooded chambers that comprise this area. It's wise to use the Save Chamber located to the right, near the lift entrance.

▼ 77. Puyo Puyo
Roll under the annoying Puyos that litter Maridia.

▼ 78. Through the mire
Samus enters a huge underground cave that is partially filled with water. Go through the water and up a tunnel to a Green door at the top left of the cave. This door leads to a massive pipe that leads Samus to the lower regions of Maridia.

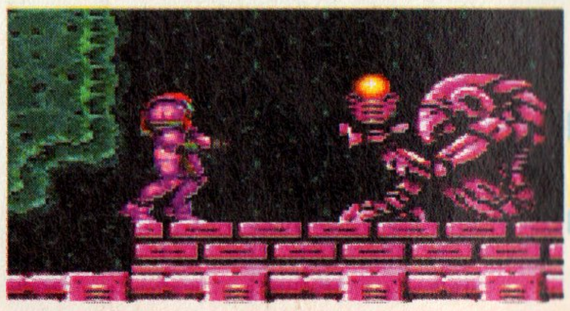
79. Through the mire
The pipe takes Samus into a new area that cannot be explored until she explodes a Power Bomb to reach the doors. The Blue door on the right takes her into a sand-drenched chamber that is very difficult to move through. Persevere and Sam makes it through the door on the far right.



▲ 80. Hang on
Swinging from the grappling block breaks it open. Samus leaps through the gap. She then uses the Wall Jump technique to make it up this wall. Once over the top she can drop down through the platforms on the other side to reach the door.

▲ 81. Don't shoot!
The Shaktool creature is Samus' only means of progressing - so don't shoot it! Lay a Power Bomb to destroy the wall then follow the Shaktool down the corridor as it tunnels through the sand.

▼ 82. Super ball
With the Spring Ball Samus can jump whilst in ball form. This



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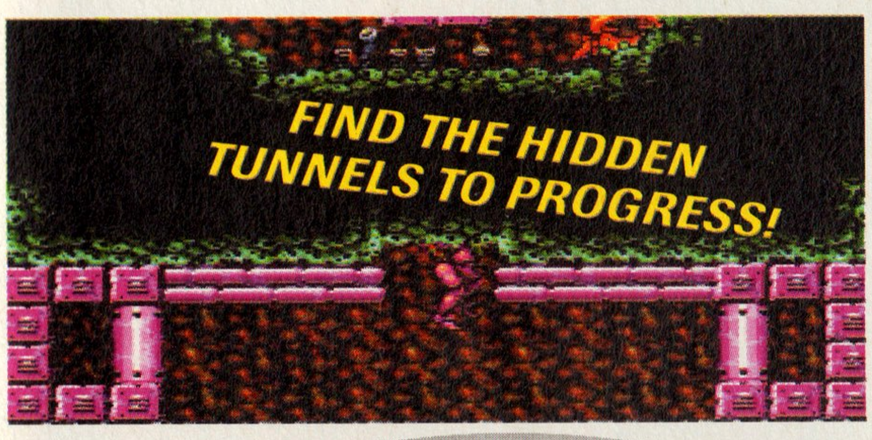
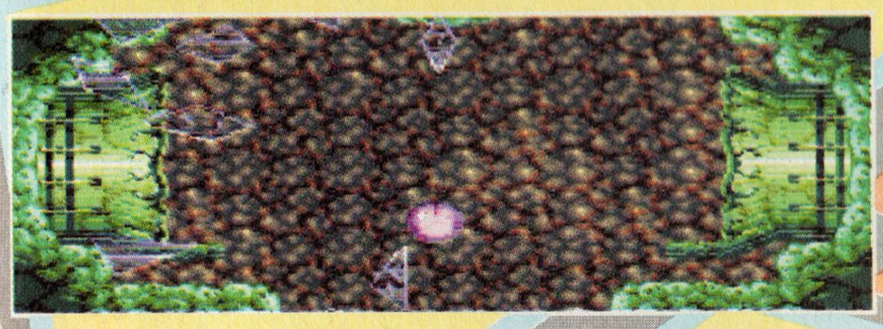
allows Samus to navigate through small passages without having to drop bombs.

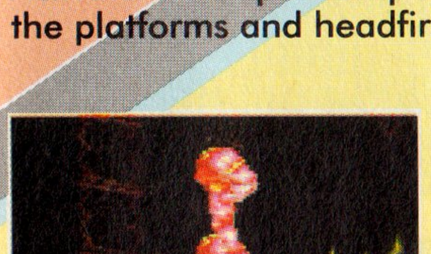
▼ ***83. Back in slime***
Samus goes back to the pipe entrance and through the other Blue door on the left. More sand filled tunnels lead her to a small chamber filled with orange Sciser crabs. A small passage is found on the floor by rolling under the blocks.

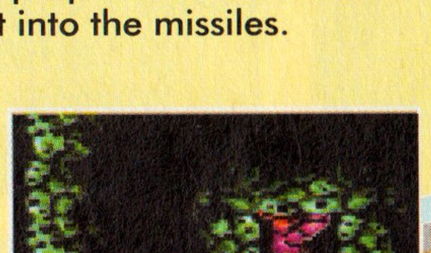


▼ ***84. Solve the puzzle***
Freeze the Puyos to reach a tunnel that take Samus back into Brinstar. Go left onto the glass tube that connects two areas of Brinstar and use a Power Bomb to crack it open. Beneath the tube lies a Save chamber and the Blue door above takes you back into Maridia.



▼ ***85. How on Earth?***
Samus arrives back in Maridia to find a huge series of caves that are completely flooded. Apart from one or two power-ups there's little else of interest here. The first objective is to collect the missiles that are found embedded in the cavern ceiling. Take the Red door to enter a corridor, blast the enemies and open the gate. Samus dashes back and powers up for a Super Jump before passing through the door. Samus goes through the door and stops over an area of large seaweed on the floor near to the wall. Activate the Super Jump to propel Samus between the platforms and headfirst into the missiles.



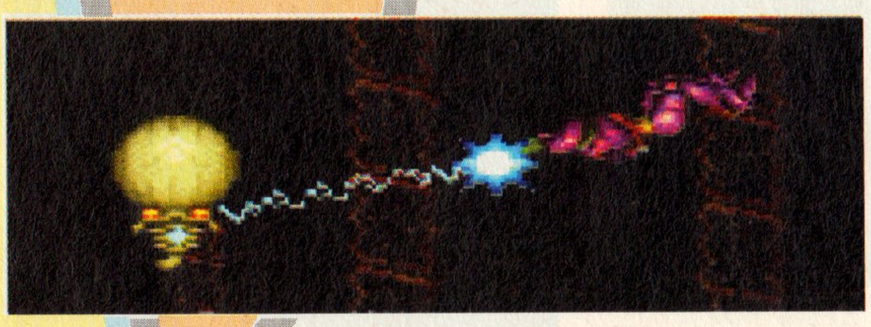


86. Back and forth
Once in possession of the missiles take Samus upwards through the Blue door at the top of the cave to enter another, larger one. Roll her off the edge near the door keeping close to the wall to locate a passage. It leads to some Super Missiles.

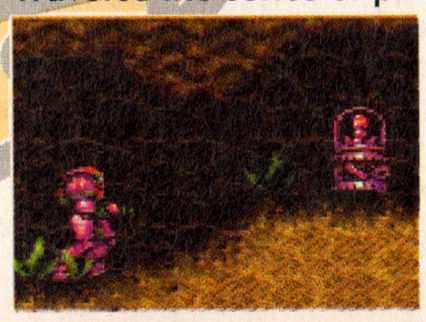
▲ ***87. Along the line***
Rolling out of the passage Samus drops down to the Blue door. She runs to the right, past this door and over a wall to another Blue door on the floor. This new cave is occupied by some very tough Space Pirates and a hidden passage located in between two of the cave walls.

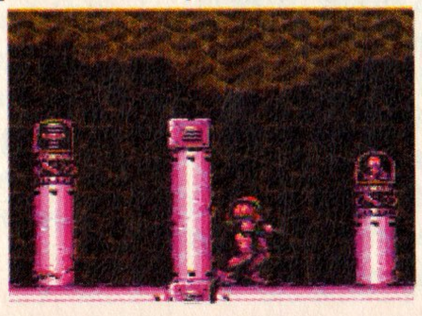
▼ ***88. Teenage turtles***
A Red door is the entrance to a large chamber that is the home to a family of Tatori turtles. Use the large Tatori as a platform to reach the Energy Tank and missiles, hidden in the wall on the right.

▼ ***89. Assistance is required***
Take Sam back up through the Blue door in the cave ceiling - the one she entered through. Use the Grappling Beam to attach to the floating Powamps and swing to the ledge on the right. A short Dash jump allows Samus to reach a grappling block. From there she can swing to the Blue door situated at the top right of the cave.

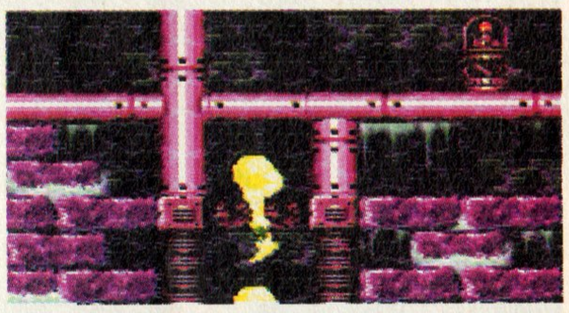


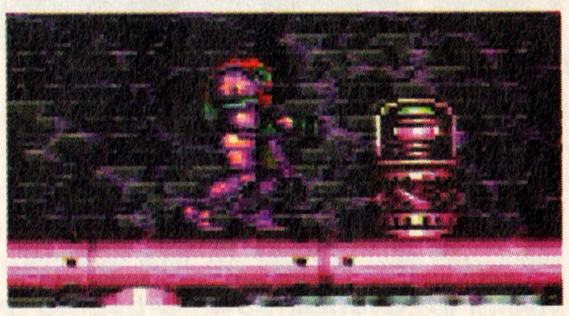
▼ ***90. Far, far, away***
Traverse the series of pink platforms upwards to a Blue door that leads to a series of small caves that contain two Missile and one Super Missile containers. Once found return Samus to the pink platforms and bomb through the floor to gain access to another corridor.





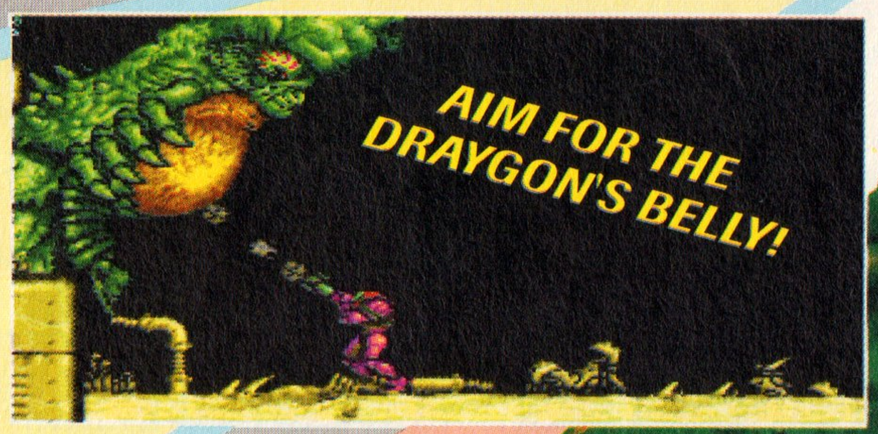
91. Instant access
A Power Bomb breaches the blockage that prevents Samus from entering the main chamber. She needs to exit via the Blue door above the one she came in through, but first collect some items using a Super Jump to smash through the walls.





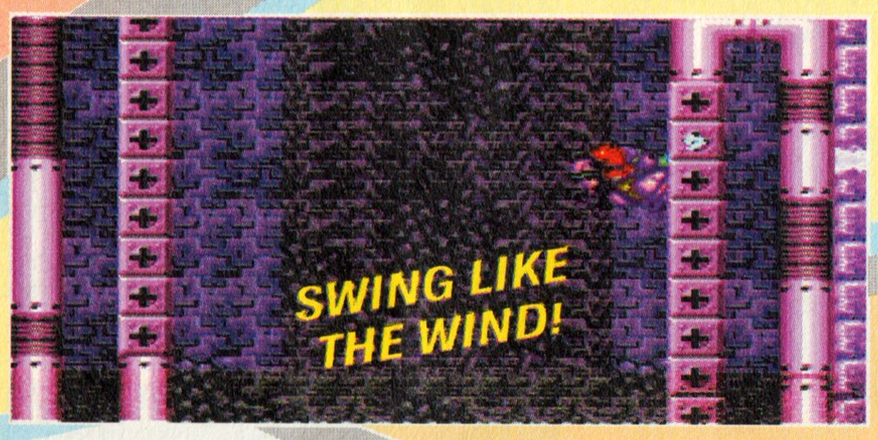
▲ ***92. Meant loosely***
To pick up the Super Missiles make sure Sam doesn't fall through the collapsing floor just in front of them. Head for the Blue door on the top left to enter a room full of collapsing floors and Mochtroids. Blast the mochs and create space to Super Dash by collapsing as many platforms as possible.

93. Swoon at the Botwoon
Once through the Blue door you'll encounter the snake-like Botwoon. Keep Samus over on the far right and fire Missiles at it's head when it appears. The Botwoon must die to break open the wall on the right.

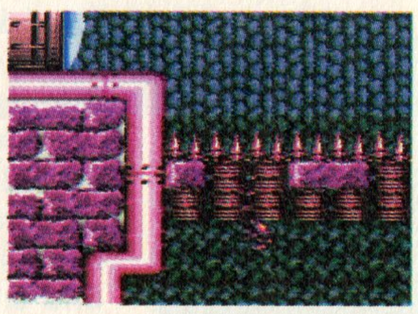


▼ 94. *Sandy surprises*
Samus Super Dashes across the sand to break through the walls until she reaches a small sand pit. Use the Grappling beam to blast the Zoa's that come out of the sand and collect the power ups. Samus needs to morph and roll back through the pink brick wall to collect the Energy Tank. A large sand-pit beneath the Energy Tank leads to an empty chamber, so don't fall through.

▼ 95. *Swings and roundabouts*
The Grappling beam works overtime to cross this area. Use it to scale the walls and swing to platforms, taking care to blast the Mochtroids. The Red door on the far right leads to a Save chamber and, further, to an Energy Recharger. Take the Green door to progress.

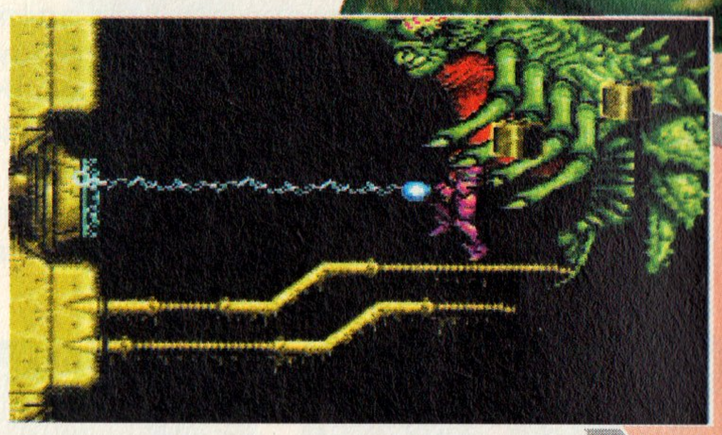


▼ 96. *It's a mystery, oh, it's a mystery!*
The spikes in the next chamber are fake so don't worry about landing on them. The wall on the right conceals a Missile case. Collect them and drop through the spikes on the left side of the room to reach an eyeball door. Blast the eye to enter the next chamber.



▼ 97. *Wild and foul*
The mutant boss Draygon is found lurking in the black, watery depths of Maridia. This huge, green monster comes complete with a armoured shell which repels all attacks! Firstly, blast the wall cannons on either side of the room then switch to Missiles to fire at the Draygon's stomach when it appears. The Draygon has two attacks: A charging body crush that is best avoided by rolling into a ball and one that sees Draygon spitting slimy glue that immobilises Samus. Draygon grabs Sam if she is stuck and attacks her with its tail stinger. Shake the controller to escape from its clutches. Samus can blast the spit to reveal power ups.

▼ 98. *Secret Shock*
If Samus has plenty of energy she can risk taking some damage to set Draygon up for a surprise electrocution. After getting slimed and Draygon has grabbed hold of her with it's pincers, wait as the mutant drags her upwards then fire the Grappling beam into the sparking remnants of one of the wall cannons. The electric current courses through Samus and into Draygon giving it the shock of it's life!



99. Space cadet
The Space Jump allows Samus to fly! Repeatedly pressing the jump button keeps Samus spinning through the air. This technique is very easy to activate in water but takes a bit more practice to keep spinning in thin air. Practice makes perfect!

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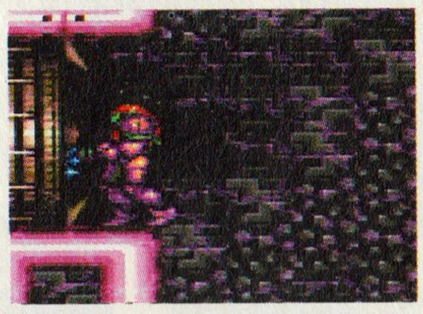
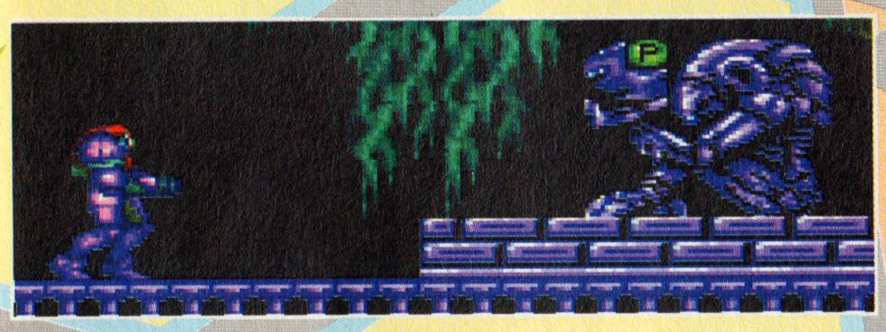
100. Return journey
Use the Space Jump to exit Draygon's chamber and ,after using the Save and Energy chambers, spin Samus back through the room to the Blue door in the wall on the far left.

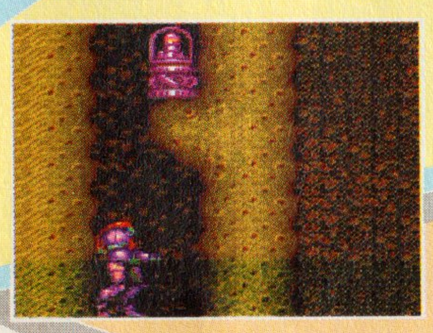


▼ 101. Space to Space
Space Jump across the spiky platforms to reach the Blue door and lead Samus through a second and third Blue door to enter a water-filled sandy-coloured cavern, visited earlier in the game. Space Jump through the water and up to the surface where the skate-like Choots flap about. Some extra manual dexterity is required to Space Jump upwards to reach a door. This door remains a no go area to Samus until Draygon is defeated.

▼ 102. Plasma versus Pirates
More Space Jump action is needed to reach the chamber containing the Plasma beam attachment. The Plasma beam is the most powerful beam Samus collects and is the only weapon capable of destroying the Space Pirates residing in the room.



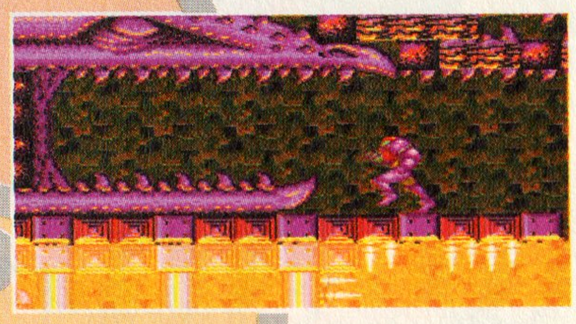
▼ 103. Picking up the pieces
Samus has one more stop in Maridia before making her way back to Norfair. Turn back to point 92 to see the room you need to get to. Bomb the pipe floor at the bottom right to reach two sand pits.



Each one leads to a chamber that contains two items to collect. You'll find it very difficult to collect these items if you're not equipped with the Spring Ball.

▲ 104. Living lava!
Guide Samus back to the bubble chamber in Norfair and use a Power Bomb to reach the two Blue doors. Take the door in the floor and head for the Blue door right at the bottom of a shaft. The next chamber requires plenty of accurate jumping to cross the lava. Freeze the Magdollite lava beasts before they spit at Sam and exit the room via a Blue door. Drop down to reach a Yellow door shown above.

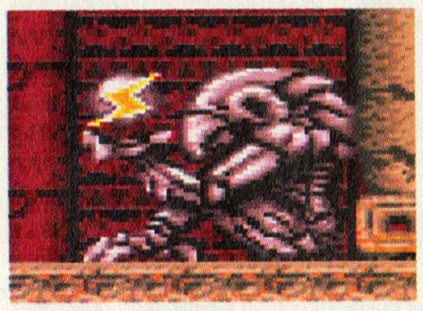
▼ 105. It ain't 'arf hot mum!
The Gravity suit and Space Jump ensure that Samus safely passes through the lava sea to get to the Blue door hidden by a huge statue of Ridley!



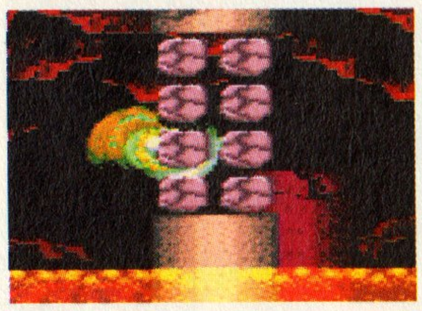
▼ 106. Gurgle gurgle!
The Space Jump gets Samus across the lava to reach a hidden Chozo. A Power Bomb frees the statue and she can morph on its hand to drain the lava out of the chamber to reveal a blocked passageway on the floor. Use bombs to break through the rocks that obstruct it.

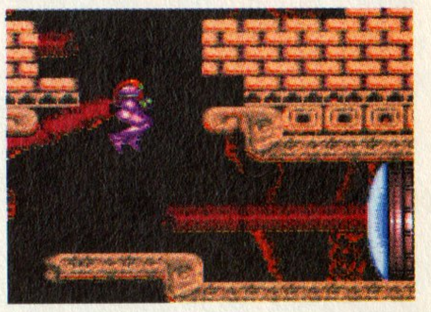
▼ 107. This Torizo is tougher!
The platform before the missiles found in the next chamber collapses if stepped on. Samus Space Jumps across to collect them then falls through the platform to the Torizo chamber. She then walks to the far right to lure the Golden Torizo out of hiding. Charge beam and Super Missiles work a treat on this guy.

▼ 108. Screwy!
Defeat of the Torizo opens the door to the Screw Attack item in the next room. Used with the Space Jump it enables Samus to spin through walls and enemies like a buzzsaw through butter! She needs to use the Screw Attack in the Torizo's chamber to reveal a Super Missile container.



▼ 109. Spinning top
As Samus moves through the next couple of caves she needs the Screw Attack to break through walls and destroy any enemies on the way. Once she arrives at the top of a long vertical shaft with Namihe heads on either side she discovers a wall that is destroyed, leading to a Blue door on the left-hand side.





110. Missile mayhem
Break through one platform and land on another. A bomb on the far left leads to a secret room containing more Missiles.

111. The end
Break through one platform and land on another. A bomb on the far left opens a route to a secret room containing more Missiles.
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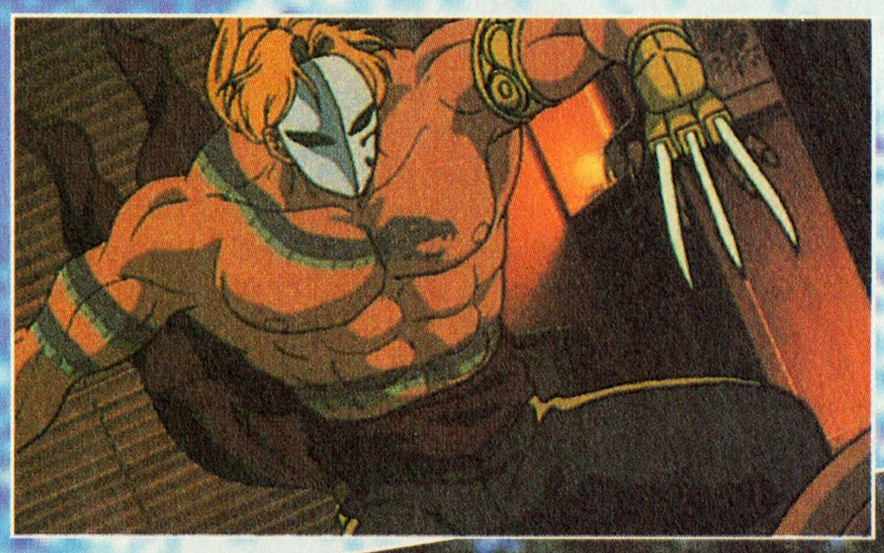
WITH A LIVE-ACTION MOVIE AND AN ALL NEW VIDEO GAME IN DEVELOPMENT THE STREET FIGHTER II SUCCESS STORY IS STILL GATHERING MOMENTUM. AS ALWAYS, NMS IS FIRST WITH EVERYTHING A DEDICATED FAN COULD POSSIBLY NEED TO KNOW. THIS MONTH WE SCOUR THE GLOBE TO PRESENT OUR READERS WITH EXCLUSIVE NEWS ON THIS AWESOME PHENOMENA!

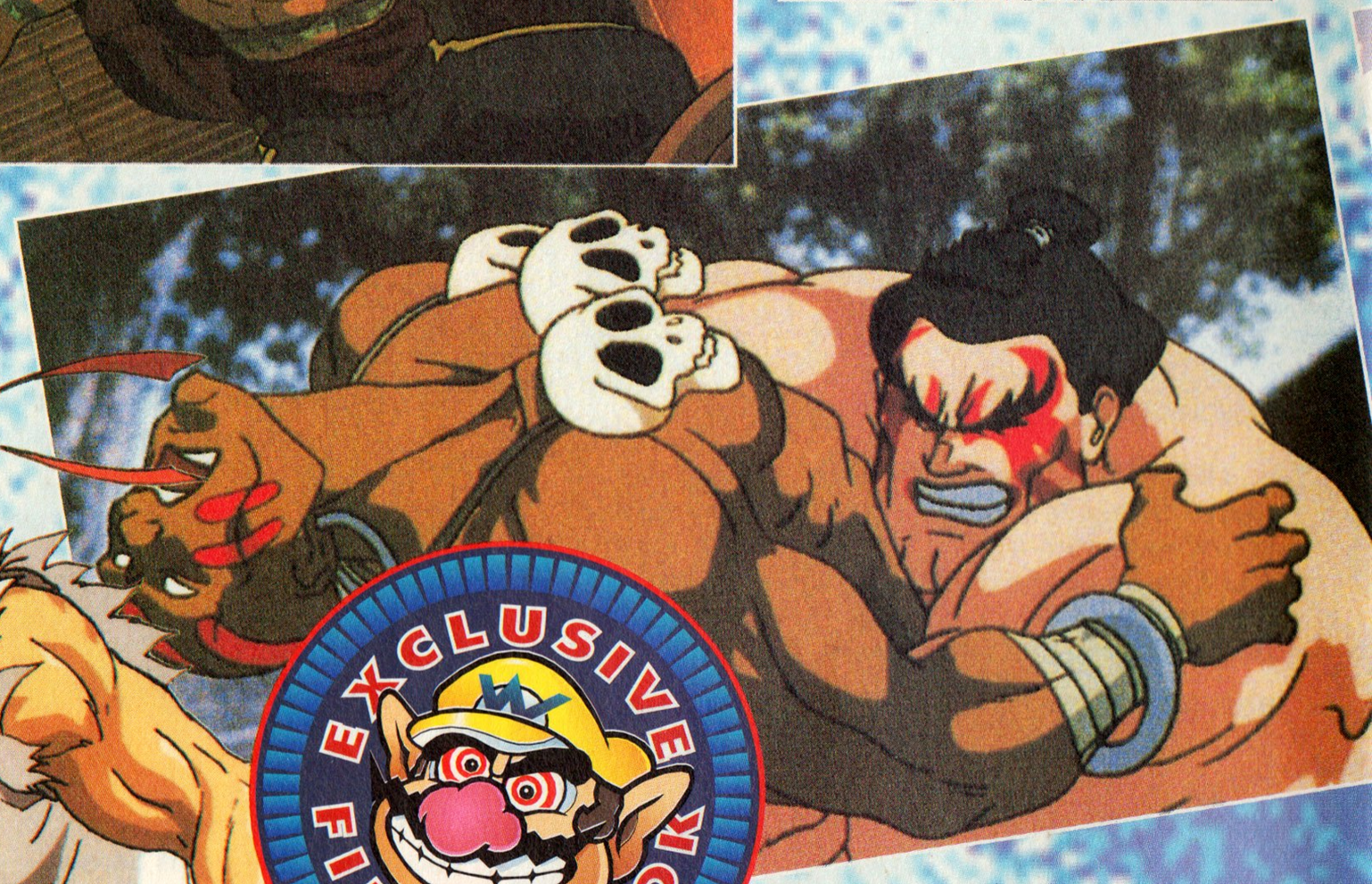
'STREET FIGHTER MOVIE' ANIMATED MOTION PICTURE

Street Fighter fans from across Japan flocked to cinemas in Tokyo to be the first to see the new animated movie on its first day of release. NMS were there. Released on the August 6th, Street Fighter the Movie features the exploits of all our favourite World Warriors in a series of incredibly animated Big Screen scraps. The film plot involves the close relationship between Ken and Ryu and Bison's plan to take control of the world's top fighters in the hope of persuading them to kill government officials. The film is littered with incredible fight sequences, including a titanic battle between Blanka and Zangief, building towards a spectacular finale involving a huge dust-up between Ryu, Ken, Honda, Guile, Balrog and Bison himself. Leap with joy as you feast your eyes on these exclusive piccies. Slump with with sadness because it'll be a long time before it's released over here. Boo Hoo.

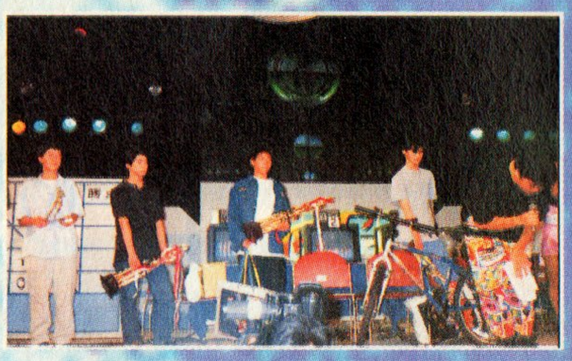


(ABOVE) Ryu is pushed into a fight with Fei Long. Both come out with plenty of bruises to their faces - not to mention their egos!

(ABOVE) As Dee Jay lectures a thug he is unaware that his every move is being watched by one of M. Bison's 'Monitor' cyborgs! Stuuunnnkkkk!



EXCLUSIVE FIRST LOOK



(RIGHT) Jun Kizuka looks pretty bored by the whole prize-giving ceremony. Well, if he doesn't want his goodies NMS will gladly take them off his hands!

EXCLUSIVE! THE LATEST

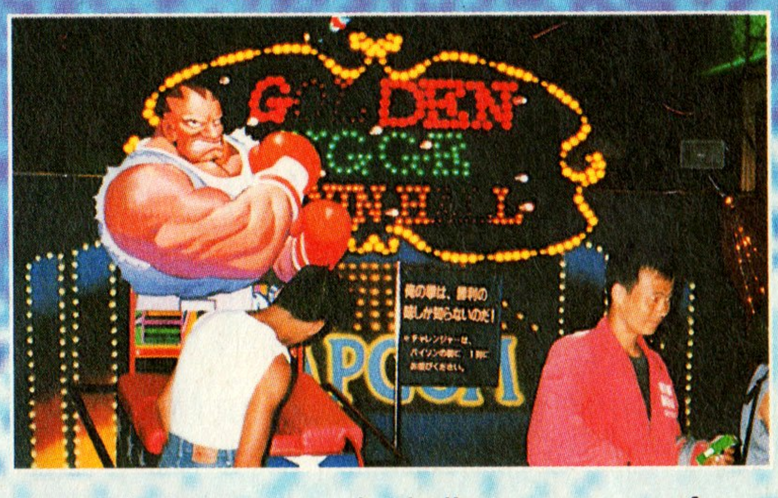
STREET FIGHTER NEWS!

'STREET FIGHTER BATTLE ACTION WORLD' MUSEUM

The New Takanawa Prince hotel in Japan was the location of the Street Fighter Battle Action World and, as a service to our readers, NMS arrived early to prepare this special report for you! Set over three huge stages, the 'SF Battle Action World' is essentially a huge Street Fighter theme park full of every possible SF item you could think of. Visitors to the 'museum' enter the guest hall which is packed wall-to-wall with hundreds of SF games on arcade and console! You get a chance to buy some SF goodies before you catch sight of the 'Corridor of Champions' - and the huge queue to get in! Once inside the main 'Arena of Action' NMS was able to get to grips with a Zangief wrestling game and was even invited by Chun Li to smash up a blow-up car with a rubber mallet for prizes! Thoroughly exhausted NMS moved on to a display of original conceptual sketches for the SF arcade game. Other things on display included cells from the SF anime, a live action SF theatre, props from the live action movie and video walls showing scenes from the two movies and adverts of the games. To end each day small children were invited to take part in the 'Kiddies '94 Championships' which had parents squabbling over their children's combat techniques. The museum is open until August 31st so, if you can afford the plane ticket, go and pay it a visit pronto!

(ABOVE) The 'SF Action World' was staged inside a brand new hotel and guests staying at the hotel are allowed free entry into the museum!

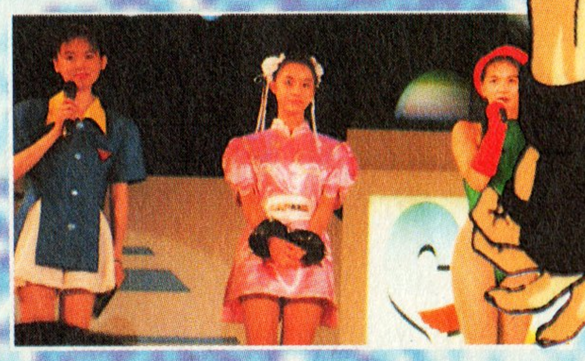
(ABOVE) As much as NMS would have liked to have bought some SF goodies we just couldn't afford the incredibly high prices. Model kits would have set us back about £47 and plastic watches a mere £25. You what!



(ABOVE) M Bison's Punch Challenge was one of many World Warrior challenge machines on offer.

STREET FIGHTER CHAMPIONSHIP

Following on from last years massively successful tournament, Capcom staged the second SF championships in Japan recently. The event was held at the Kokugikan Hall - the largest sumo stadium in Japan - and featured top players competing for fame and prizes and the title of Super Street Fighter II '94 Champion. Each competitor had to apply in advance for a special passport on which their wins and losses were stamped. Characters were chosen in secret to prevent what Capcom called 'competitive advantage!' The 3,000 competitors were gradually narrowed down to the final four who played each other in a points system; with one point for each round won and three if you won both rounds. The eventual winner, Jun Kizuka, chose Ryu and beat Balrog over two rounds to take the title and loads of fabby prizes. During the event there were numerous presentations and clips from other Capcom games including Super Street Fighter X on the 3DO! Lots of fun was had by all but had NMS taken part then the trophy would be sitting in our office right now!

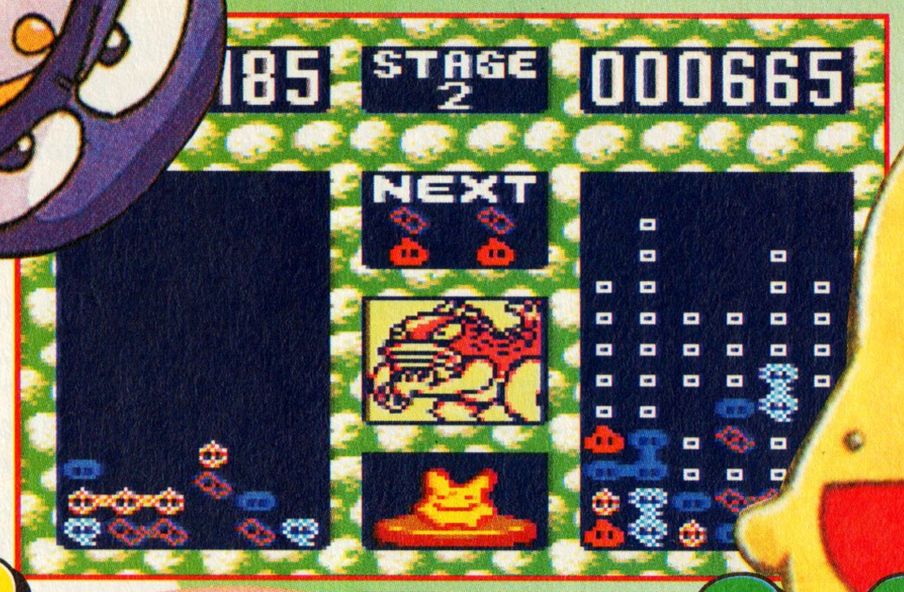


(ABOVE) The main man at Capcom announces the days events whilst flanked by a posse of Chun Li and Cammy look-a-likes. Throughout the competition the girls interrupted the proceedings to introduce clips of forthcoming arcade and console releases including Mega man X part two! For more details of Mega Man's latest adventure turn to our Earth World '94 news special on page 6.

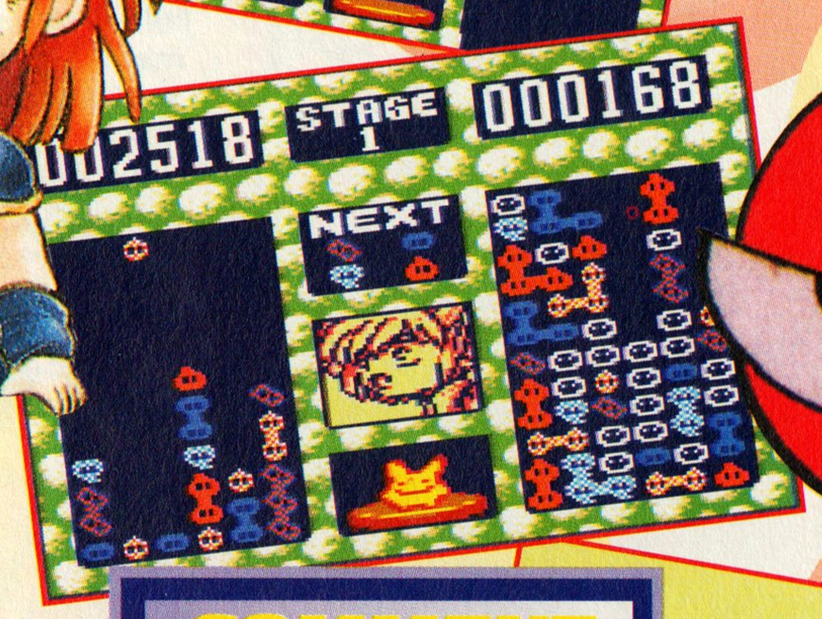
(ABOVE) The final four competitors slug it out!

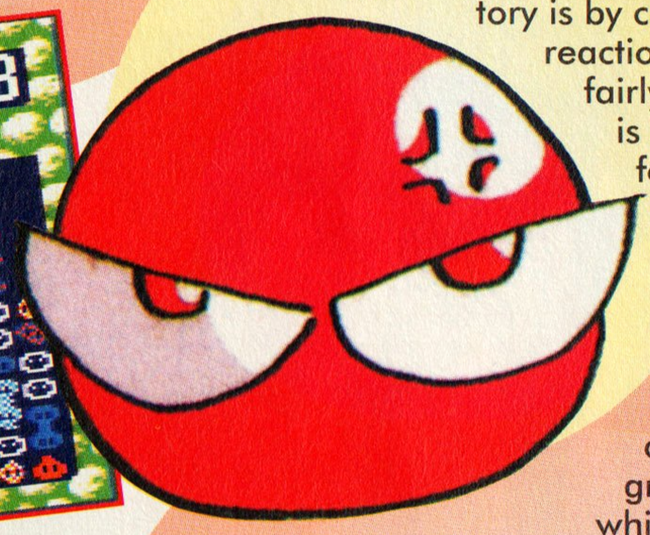
REVIEW
GAME BOY

PUYO PUYO



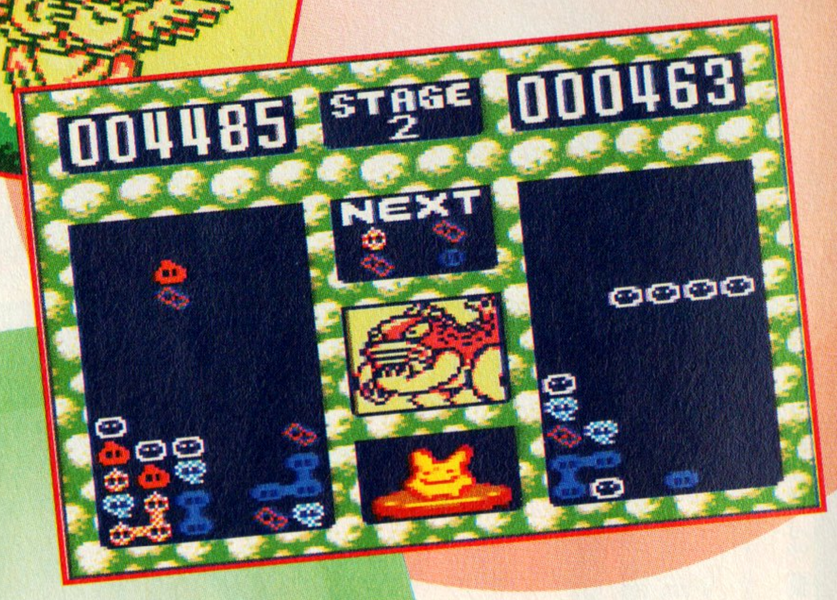
Hmmm. There are these peaceful blobby creatures who live in this beautiful forest, right, they're called the Puyo Puyo, ok. Everybody else lives in horrid high-rise 1960's-type architectural carbuncles, yeah? And, like, they all want to relocate to nice new forest-side apartments. Just one problem, the property developers need to clear vast tracts of woodland which means, like, destroying the 'nadural habidat' of the lovable Puyo Puyo which is, hey, ecological suicide! So look, man, it's up to you to defend our forest friends against the encroaching earth-annihilation. Er, unfortunately this involves undergoing a series of puzzle games where the object appears to be piling groups of four or more innocent Puyo Puyo together in a horizontal or vertical manner which, ahem, seems to ah... well, destroy them anyway. Aw sod it! Okay lads start the bulldozers!





FLIC A TACTIC

You'll doubtless develop your own tactics to demolish your opponents' and likewise they each have very different ways of blowing your stack. Don't let some of their more bizarre methods distract you, though, the best way to an easy victory is by creating chain reactions. This is fairly simple and is best performed by building up your puzzle in groups of three Puyos of the same shade then creating a group of four which will in turn disappear and hopefully bring at least one Puyo down on to the group of three below. Geddit? You will.



UNSUPER GAME BOY

Hey! great news! This little Game Boy title is fully supportive of the all-new Super Game Boy with all the different blobby Puyos appearing distinctly in their own colour scheme. Fab, eh? Not quite, what this product fails to do is actually support sufficiently the machine for which it was designed. Just try actually playing it on yer common-or-garden Game Boy and witness your swift demise time and time again as you frantically try to distinguish one grey pointy blob from another grey, slightly flatter one. Gnnn!

RATINGS

- BY: BANPRESTO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PUZZLE
- CART SIZE: 2 MEG

GRAPHICS — 83

◆ Easily distinguishable on the Super Game Boy right enough. A total nightmare on the normal Game Boy.

SOUND — 80

◆ Bleepy but okay rendition of the Super NES original tunes.

PLAYABILITY — 70

◆ A bit slower perhaps but still as playable as ever. Unless you are playing it on the Game Boy.

LASTABILITY — 85

◆ Rock-tough after level four. Pure hell on the Game Boy and probably not worth the effort.

OVERALL — 75

Could have been a contender if only it worked for the Game Boy. Buy it for your Super Game Boy, avoid otherwise.

COMMENT

Puyo Puyo is a great game and no mistake. The puzzle action is a perfect blend of mind-warping skill, reflexes and just a little luck and requires much more forethought than Tetris, to which it owes so much. Also it is a very close copy of the Super NES version, complete with all the challengers. Ah yes, a great game indeed. Unfortunately, if you haven't got a Super Game Boy you'd better have the eyesight of a hawk, otherwise I can see no earthly reason to buy this - it is practically impossible to play on the normal Game Boy - how stupid! Why Banpresto couldn't have made the Puyo's more distinct is a criminal matter. Definitely buy it but only if you have a Super Game Boy.

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REVIEW

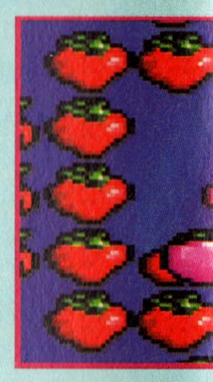
SUPER NINTENDO ENTERTAINMENT SYSTEM

JellyB

Jelly Boy was once nothing more than a vat of boiling jelly in the Swirley Sweet Factory but, thanks to a sudden fork of lightning, all that changed and he's now alive and wobbling! The factory's owner, Mr Oswald Swirley esq, is naturally concerned about some bad publicity and has set the guards off to melt the young scamp down. Jelly Boy has only one chance left - to get hold of six special items hidden in the huge fantasy world that Mr Swirley has created to amuse himself during boring office hours.

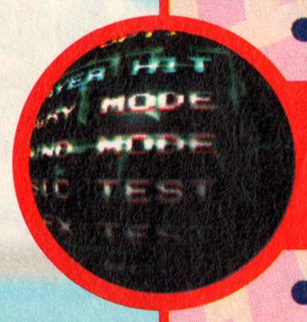
Such a task would be insurmountable were it not for our hero's strange talent for transformation - changing into anything from a light bulb to a speed boat! Add to all this the puzzle action and the fact that the clock is always running and it's enough to make you shake - well, Jelly Boy at least!

(BELOW) Yes it's a Teddy Bear, and it's squished poor Jelly. Luckily our hero was in possession of musical notes at the time. Makes sense.



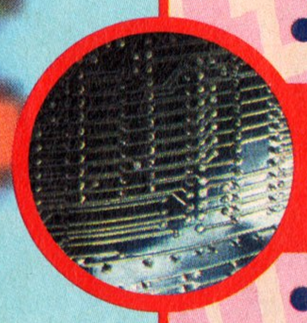
CART SPEC

- **BY:** OCEAN
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



FEATURES

- **PLAYERS:** 1/2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** No
- **OPTIONS:** Not many



GAME INFO

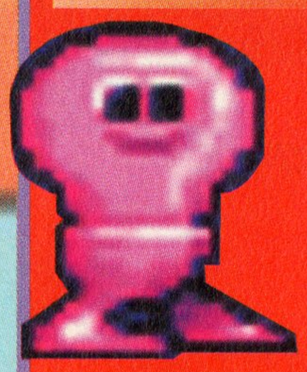
- **GAME ORIGIN:** Who knows or dares to dream
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** First eight levels complete
- **ALTERNATIVES:** Super Mario World, Plok. Oh, all platform games, all right!

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X	Quit from current shape	A	Duck
Y	Punch/attack	B	Jump
L/R	L: Quit out of jigsaw mode R: No function		
S	START: Start/freeze SELECT: Quit when level complete		

COMMENT



ROB

He's pink, he's wobbly but sometimes he makes remarkable changes. Suspicious it may sound but fun it most definitely is! Visually it's very it's no great shakes but, for me, it's the sheer scale of the game and the fact that it hasn't been made a walk over that impresses. Partly this is thanks to the right balance between puzzle action and the usual platform routine. With 48 levels in all and a variety of bonus rooms it's going to last, but most importantly it's fun while it does. Because of the wild variety of things Jelly Boy transforms into, the game manages to incorporate loads of different styles and paces of action. Classic status? Maybe not, but a real laugh all the same.

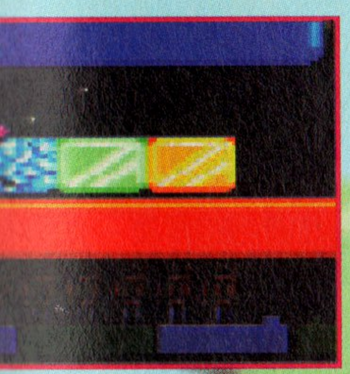
SAFETY IN QUAVERS

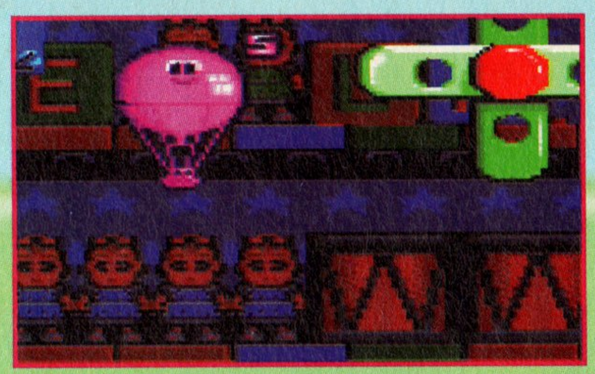
Some games use stars, some use rings. The one staple pick-up that Jelly Boy should always collect are musical notes. These can come from just about any where - an enemy, a mystery box etc. So long as he's got a few notes in his pocket then that's all he's robbed of when he's attacked. If he doesn't, it's a squelchy end!

Boy

FITS OF FITTING OUTFITS

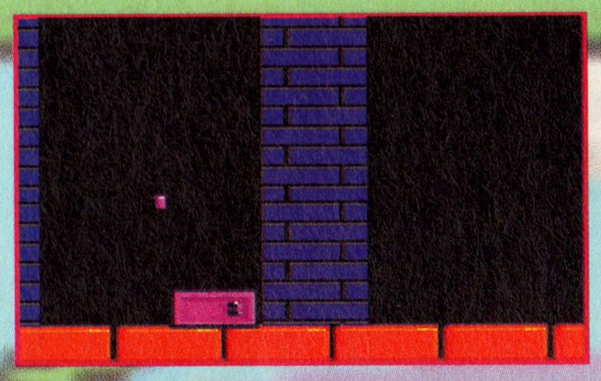
There are times when Jelly Boy gets the chance to be a little more than his usual wobbly self. When the appropriate pick-up arrives on the scene, our hero transforms into something else completely, but he only has a limited time period in which to exploit his new image. The game's puzzle nature means that often these pick-ups have to be used in a specific order. There are 27 shapes he can assume in all, some of which are specific to certain circumstances like the light bulb on the Darkroom level for instance. Here's some examples:





HAMMER: There are times when Jelly Boy's route is blocked by blocks. At such times he needs to get the hammer icon. Once he's changed, the idea is to break down the blocks and hey presto! Route clear!

BALLOON: For those hard to reach platforms way up where the air is clear, Jelly Boy as balloon floats up to them where he has the chance to grab a wealth of pick ups.

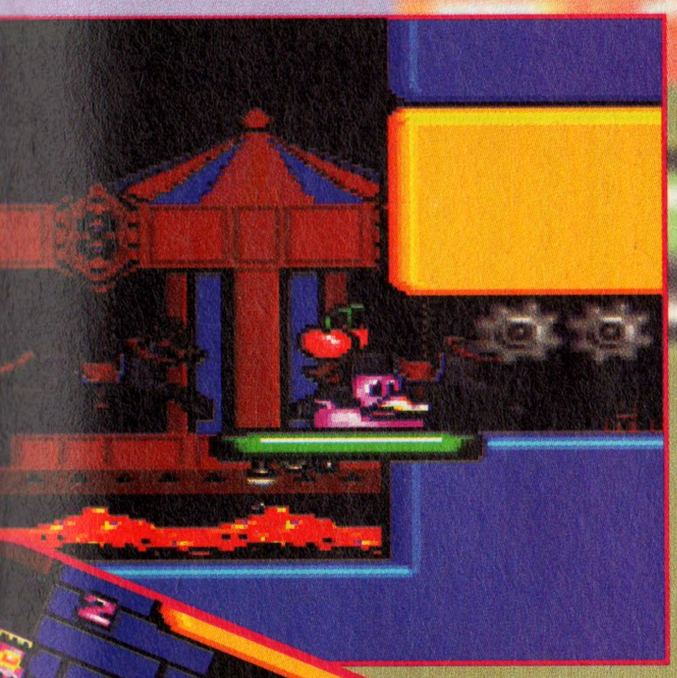


SUBMARINE: Obviously this transformation is only available underwater. It means that Jelly Boy doesn't simply sink but can move upwards as well. He also fires torpedoes!

BRICK: Some of the things that Jelly Boy changes into are more disadvantageous than useful. When he becomes a brick he does as most bricks do - he simply sits there doing absolutely nothing.

STRAIGHT FROM THE HEART

Jelly Boy does have arms but he isn't all that fond of using them. Instead he uses a punch that comes right from the middle of his chest. This isn't his only talent mind, he also has a number of other personal tricks up his sleeve. When Jelly Boy deems it too dangerous to tackle an enemy he quickly dons a pair of glasses which act as a shield against attack for a limited period of time (get the joke?). Jelly Boy also has the ability to transform at will into a sitting duck. This, appropriately enough, is his alternative to ducking itself.



COMMENT

PAUL

Jelly Boy is a very poor-looking character. Consequently he has no personality and is extremely hard to identify with during his struggles. Should players overcome this little obstacle it is discovered the gameplay is nothing new or exciting either. For a perfect example of similar colourful platform adventures, in which the hero adapts to overcome tricky situations, the Mario titles completely outshine this transparent effort. For the ultimate in morphing super heroes Super Putty or Kirby are the masters. By comparison the visuals in Jelly Boy are completely bland and the goals set for Jelly are equally uninspired - collecting fruit for bonus points is so feeble an idea. This is all just an excuse to make money from another patform game, and anyone who fails to see this deserves to buy ten copies.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH				
YEAR				

PRESENTATION — 85

▲ A much needed password system is included and two-player mode.

▼ Little else in the way of options.

GRAPHICS — 85

▲ Inventive and well drawn graphics and no complaints with the animation either.

▼ A bit basic sometimes.

SOUND — 87

▲ Catchy little 12 bar blues tunes and a healthy helping of sound effects.

▼ That you'll hate if you're like Paul.

PLAYABILITY — 88

▲ Very easy to control Jelly Boy. Loads of variety in the action thanks to JB's seemingly endless morphing capabilities.

LASTABILITY — 89

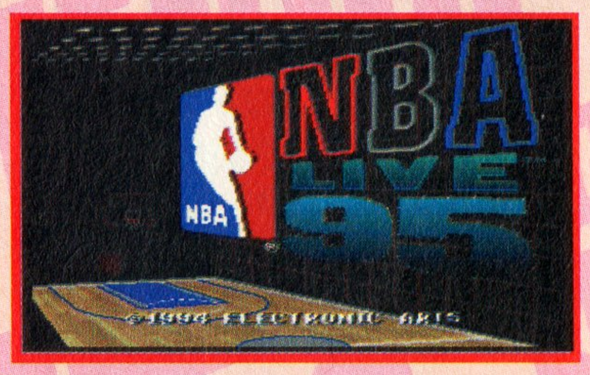
▲ Lots to discover and Jelly Boy's transformations maintain the challenge. Some tough puzzle action as well.

OVERALL — 87

A solid platform game that breathes some more life into the genre. It should appeal to young and old alike - but not Paul.

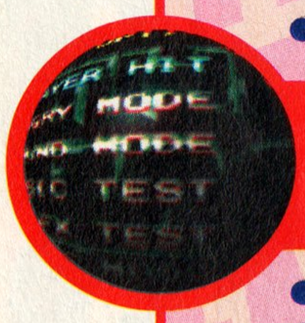
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



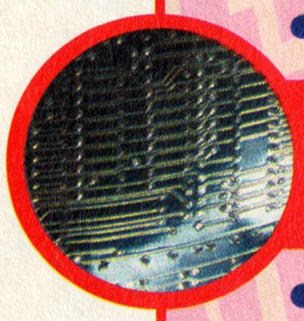
CART SPEC

- **BY:** EA SPORTS
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS SIM
- **CART SIZE:** 12 MEG



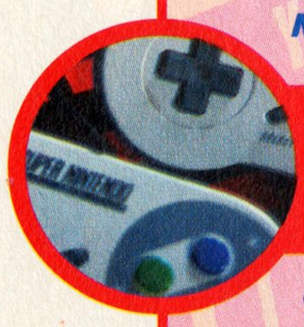
FEATURES

- **PLAYERS:** 1/5
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Customise rules



GAME INFO

- **GAME ORIGIN:** An old litter bin and aninflated pig's bladder
- **GAME DIFFICULTY:** Adjustable
- **1ST DAY SCORE:** 132-98 Bulls Vs Denver Nuggets
- **ALTERNATIVES:** NBA Jam, NBA Showdown, Tecmo Basketball, NCAA etc...



CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good but tricky

X Jump

A Shoot/Steal

Y Nothing

B Pass/Select player

L/R L: Speed burst
R: Speed burst

S START: In-game options
SELECT: Nothing

Explode and deny! Those were the esteemed words of my old PE teacher regarding basketball tactics. And believe you me, explode and deny we did! Yep, right on! One minute we were exploding, the next we were denying. Then again, maybe he was just mad...

Forget American football and baseball, basketball is the only Yank game worth a damn. Combining both skill, stamina and grace it's got everything for the stalwart and flash harry alike. Split into four quarters basketball is a matter of getting the ball in the opponent's basket. But, like life, it's just not that simple. Block, steal, use a man-to-man or zone defence, go for dunks or three-pointers - the options are endless!

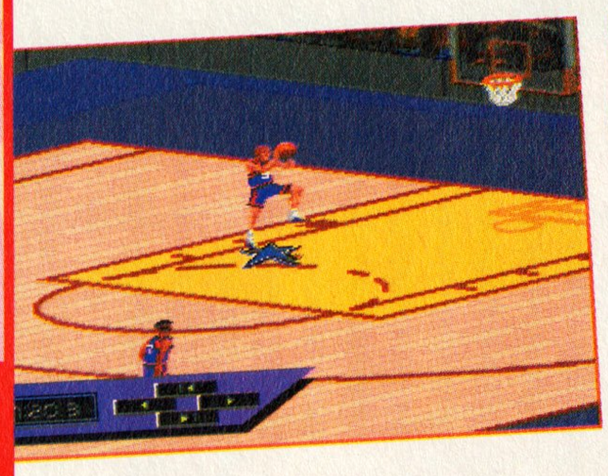
NBA Live 95 goes for the realistic edge with full team matches between any two squads in the NBA. All of the NBA stars are there and competitors are free to play a whole season if they wish or just play for fun in the Exhibition mode. With the aid of the multi-tap, NBA Live 95 can accommodate up to five players so you have the chance to get a whole team together! Just remember to keep shouting 'explode and deny' at each other and everything should be ok.

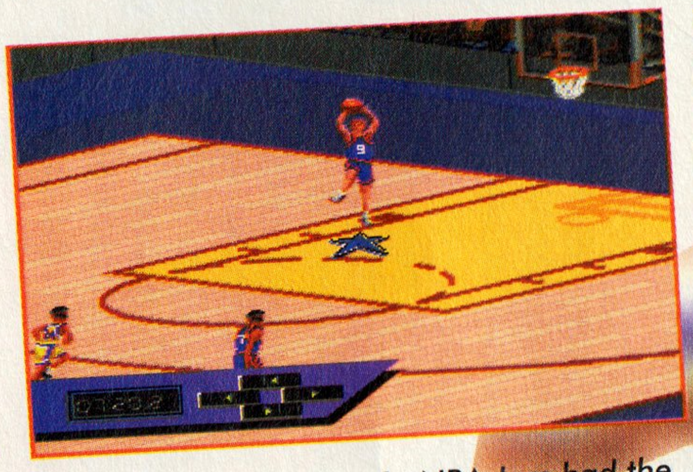
NBA LIVE 95

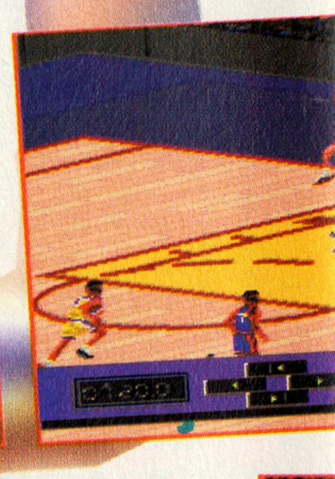
Exclusiv

A GOOD LAY-UP

Basketball is no sport for the shy and retiring types - or the short types for that matter. This was more than amply demonstrated in NBA Jam where the art of the flashy dunk was taken to ridiculous extremes. Of course, being a bit more "serious" there are no such flights of fancy in NBA Live 95 but that is not to say there is no room for showing off. Indeed not, and given the right set of circumstances, ie the time, space, a good through ball and a bit of skill the players jump at the chance to demonstrate their prowess and it is not beyond the realms of possibility to have your team members performing the most spectacular whirlwind dunks, gorilla slams and awesome assists. Just like the real thing only, er, in pixelly computer form!



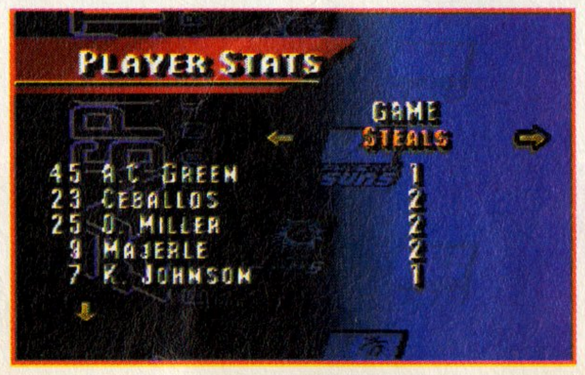


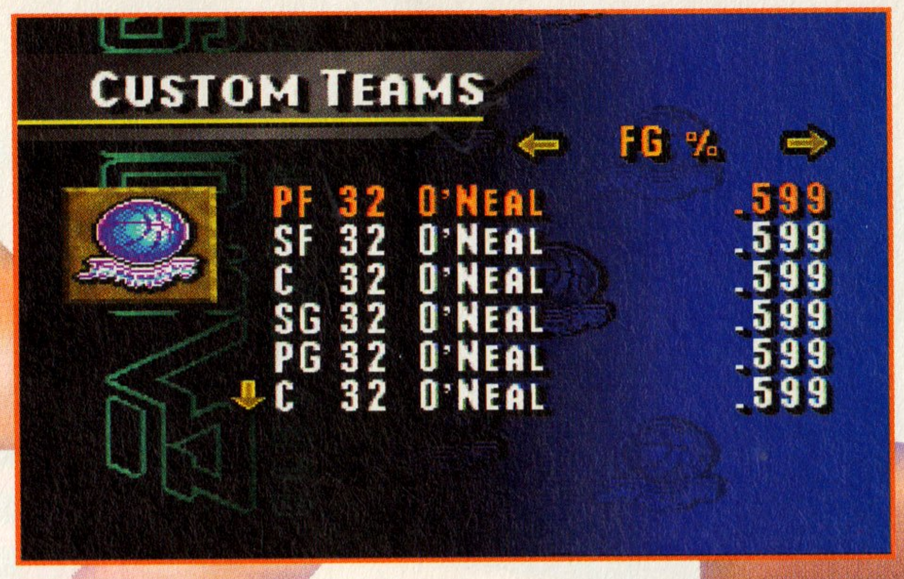


(ABOVE) And you thought NBA Jam had the monopoly on spectacular dunks. Pah! Just witness this amazing whirlwind slam and think again...

HI-TOPS AND LOW-BLOWS

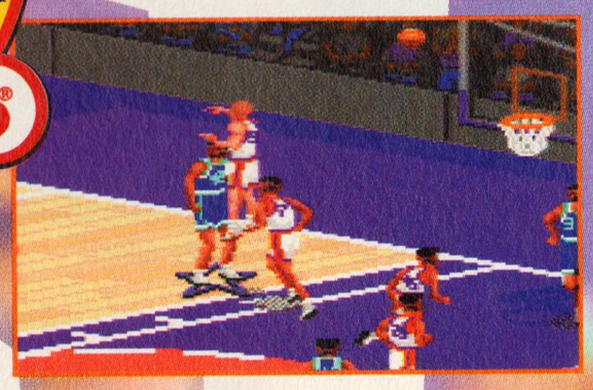
You can muck about with the stats until the cows come home in this game and the same is true of the rules - you can poke these around to tailor your game virtually any way you like. Any of the numerous fouls can be switched on or off and you can even tinker with the ref's sensitivity to Offensive and Defensive misdemeanours. What all this means is that games can be non-contact gentlemanly affairs or, if you prefer, low-down and dirty Sunday-league jobbies with Stevie Wonder for a ref!

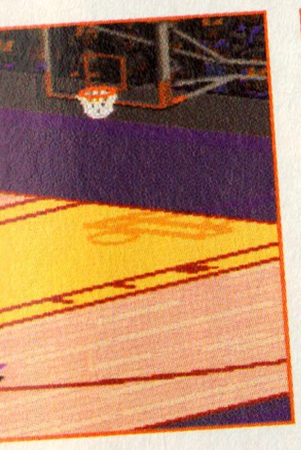


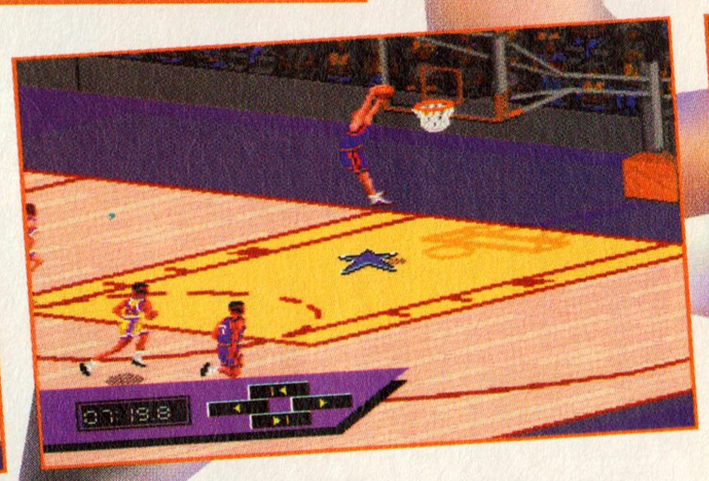


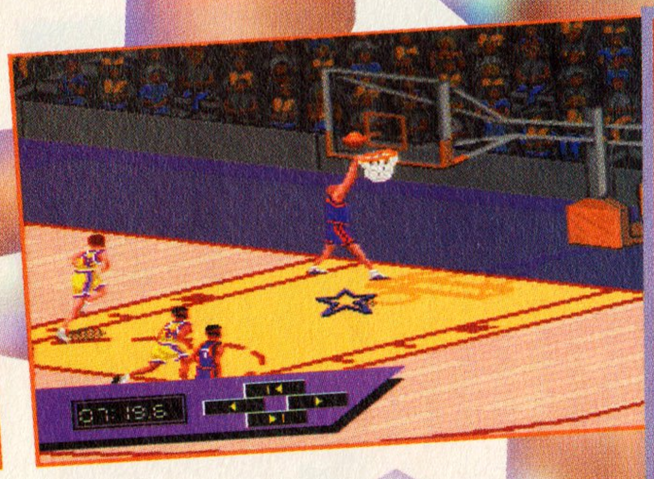
THEY ARE THE CHAMPIONS

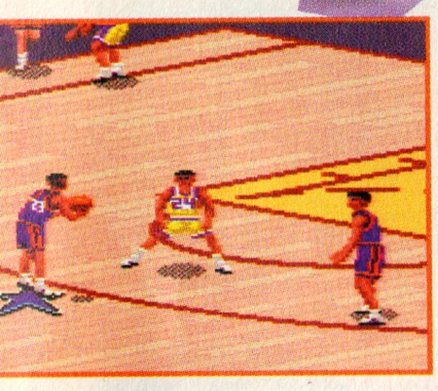
As if all the NBA teams was not enough, NBA Live 95 offers the player a staggering (well, running around a bit) six all-star custom teams too. First is the pick of the players from the NBA Eastern or Western conferences and, if all that is a bit too generalised for you, there are a further four teams comprising Stealers, Slammers, Blockers and Jammers. Players are asked to choose a 12-man roster from the whole of the NBA. To make matters a little easier the game shows each player's vital statistics for each skill. And yes - it is totally possible to create a whole team of Shaqs or, in Andy's case, a squad of Mookie Blaylocks - the shortest man in the NBA - the daft get! Conspicuous in his absence, however, is Phoenix Suns' chief baldhead, Charles Barkley.

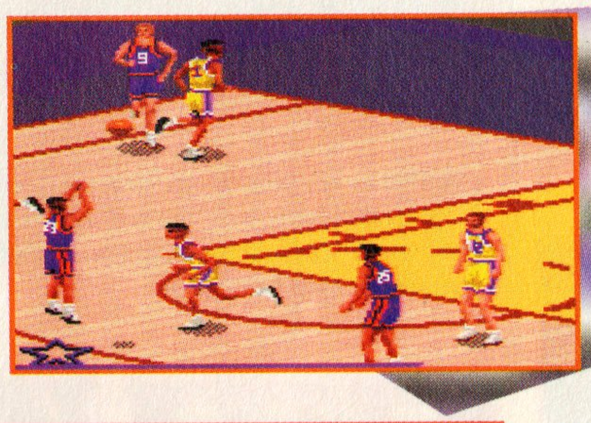


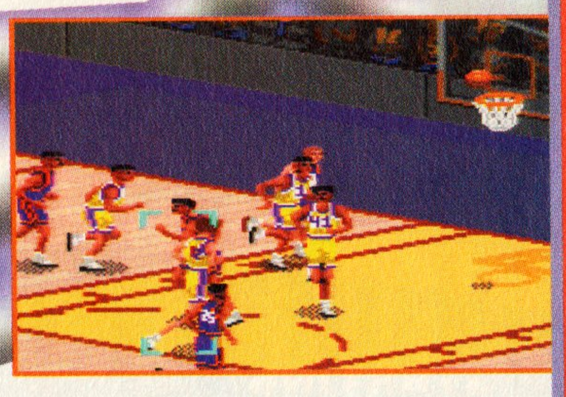


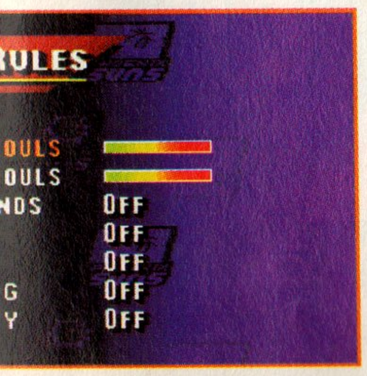












(ABOVE) *The ball finds your man, he lines up the shot, lets it rip and bang! A text book three pointer that'll leave your opponents gasping...*

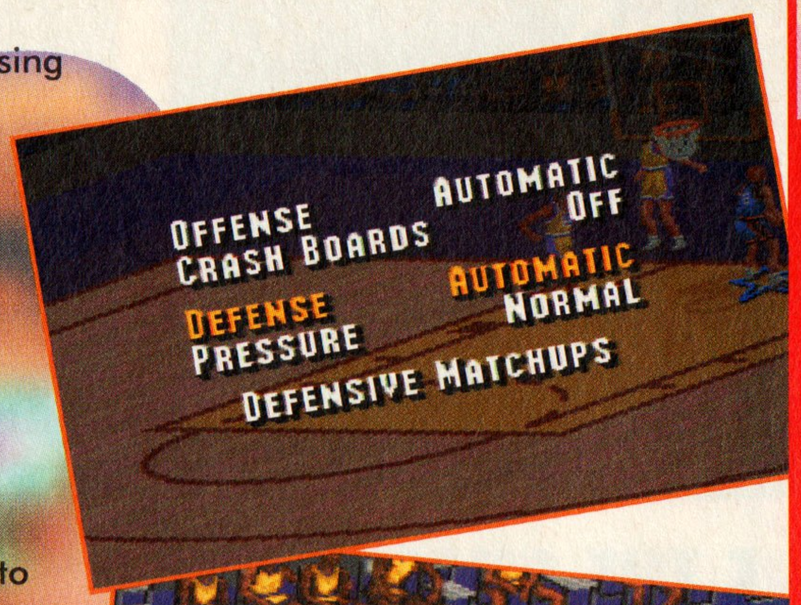
COMMENT

ANDY

At last a fully comprehensive Basketball sim that includes absolutely everything for every kind of basketball fan - whether they be jam-hungry airheads like me, or salivating stats monsters dedicated to improving their field goal averages. Remarkably, all this is done without getting in the way of the game, and things like Defensive Fouls are dealt with swiftly or, better still, can be turned off entirely leaving players to jam, steal and foul to their hearts' content. Of course all this would be nothing without the gameplay which is totally fab! The control method is very reminiscent of FIFA soccer with a star denoting the player currently under your control. But by far the most ace feature of NBA Live 95 is the realism of the play - it is ultra smooth, very controllable and with skill it is possible to put together some really awesome plays that you can review endlessly thanks to the rewind option. Oh I nearly forgot - five of you can join in too - it just gets better. Buy this game!

STATS NOT ALL FOLKS

Let's face it, there's got to be something missing in your life if you get as involved in statistics as this game would have you - there are a ton of the little chuffers - dunk stats, three-point stats, foul stats, player stamina and injury stats, assist stats, turnover stats, the list goes on... Fortunately you can either flick past them, or they appear unobtrusively whenever a point is scored, so players may choose to become as involved in or ignorant of the proceedings as they desire. Naturally these stats come into their own when the game is played in full Simulation mode and the player is required to keep their team fresh and injury free, or is choosing the best members for an all-star Slammer squad.



(ABOVE) *It's a slam-dunk in progress, all right. Just one thing, though. Why has he got a pair of drumsticks attatched to the side of his shorts?*

COMMENT

NBA ROB

Sports sims are often a matter of taste. If you like the game you'll like the game - providing the programmers have done a good job that is. But, with NBA Live 95 even people who don't know the difference between basketball and netball couldn't fail to get into this. EA have pulled off a 'swisher' here, capturing everything that's exciting and cool (let's face it, there's no other sport better for some flashy posing) about the game, including of course the atmosphere provided by amazing animation and sound effects. Without question, this is a game that has an inexhaustible quality in multi-player, and an almost inexhaustible quality in single player as well, incorporating a whole season and the knockout series on top of the one-off exhibition. A must-buy for basketball fans and a useful way of making new ones.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	
REFLEXES	■	■	■	
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

PRESENTATION — 90

▲ A rather basic intro gives way to a mass of adjustable stats and options that, surprisingly, are not in the least boring or incomprehensible.

GRAPHICS — 91

▲ Fast-moving, realistically-paced sprites look quite real from a distance... through milk bottle specs!

▼ Alas they look nothing like their real selves.

SOUND — 91

▲ Funky intro tune. Really ace trainer squeaks and ball noises. Exceptionally fab crowd sounds - listen to them roar when you put together some fancy moves.

PLAYABILITY — 92

▲ Easy to get into with bags of room for development of real skill. Putting a great play together is really cool.

▼ Choosing the correct player is a bit problematic at first, so defence can be tricky.

LASTABILITY — 92

▲ One to five players can play, more ways to alter the game than you can wave a smelly trainer at - full seasons, playoffs, exhibition matches - need I say more?

OVERALL — 92

As involving or as hassle-free, as easy or as challenging as you want it to be. NBA Live 95 is the consummate basketball sim. Buy! Buy!

OVER 250000 READERS SINCE 1982

AND IT'S STILL THE MAG REAL GAMERS READ

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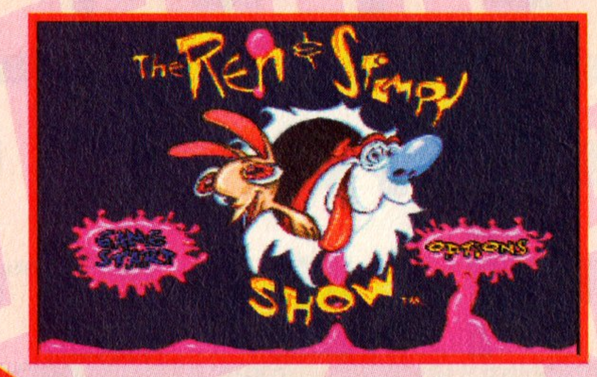
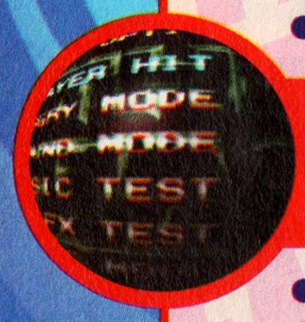
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



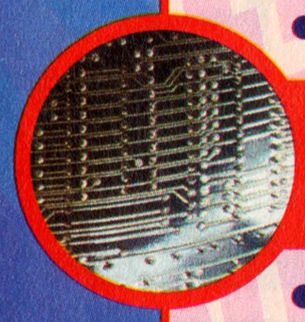
CART SPEC

- **BY:** THQ
- **PRICE:** £44.99
- **RELEASE:** OCTOBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



FEATURES

- **PLAYERS:** 1 or 2
- **HEAD TO HEAD:** Sort of...
- **BATTERY BACKUP:** No
- **CONTINUES:** Yep
- **OPTIONS:** A password system



GAME INFO

- **GAME ORIGIN:** The infamous cartoon characters.
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Collect 65 Gritty Kitty POPs
- **ALTERNATIVES:** Ren & Stimpy Veediots, Zombies

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X	PUSH OBJECTS	A	CRAWL
Y	ATTACK	B	JUMP
L/R	L: RUN R: RUN		
S	START: START AND FREEZE SELECT: CHOOSE SPECIAL ITEM		

The Ren & Stimpy Show™ TIME WARP

NICKELODEON™

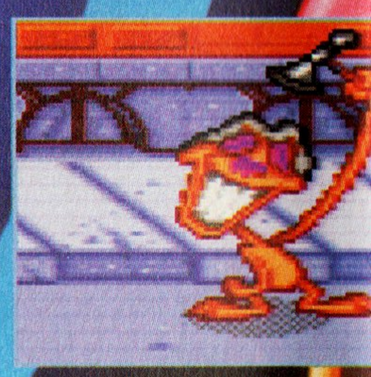
Everyone knows those moments. You've just had an argument, you're thinking it over in your head and you suddenly realise something very witty, tough or spiteful you could have said if only you'd thought of it a couple of moments ago. But, as the Old Father says, that's Time.

Such bitterness haunted dear Ren and Stimpy until they made a fascinating discovery. Word has it that Muddy Mudskipper is giving away a free time machine in exchange for 47 million tokens of Gritty Kitty. As momentous a task as this may be, the naive oddballs set off on a search that starts with their back yard. And so begins an adventure that, in the very least, is bound to end in tears, and will inevitably see the lovable chums clawing at each others throats in mutual hysteria. Take it away Ren and Stimpy!

Exclusive®

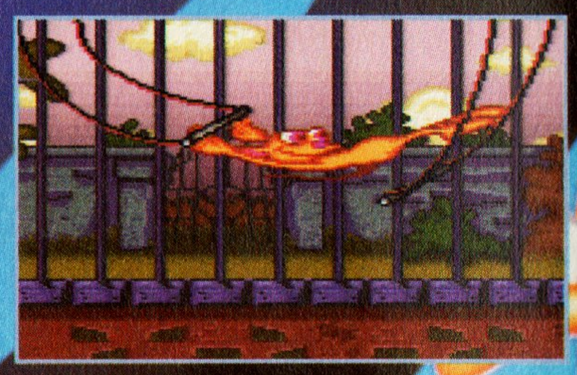
THUDDY BUDDIES

Ren and Stimpy's mutual antipathy is well known, but this doesn't prevent them from proving useful to one another. As well as sharing the burden of collecting the Gritty Kitty tokens, Ren and Stimpy also get together for team attacks on enemies. This involves one of them climbing on the other's back, something which is useful for reaching things as well. Of course, if all this sense of community gets to much, the duo are still free to alienate each other with a well chosen slap to the chops!



ANYTHING YOU CAN DO

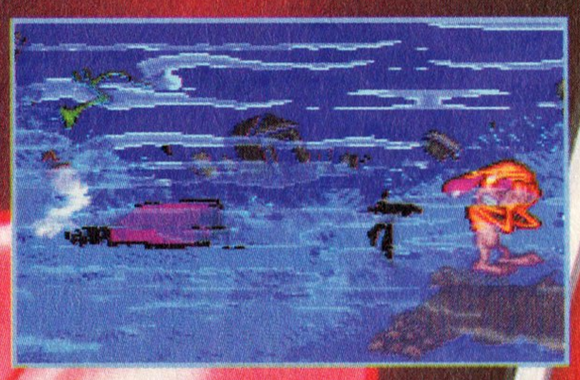
Choosing between Ren and Stimpy is not easy. Mutually dependent as they are though, their distinguishing characteristics are much in evidence, especially in their attacks. Ren makes use of his puny paws in his slap attack and Stimpy coughs up hair balls. When properly powered-up (indicated by a flashing red in Ren's eyes or Stimpy's nose) this ability is magnified into a Super Slap or Giant Hairball.



COMMENT

PAUL

Time Warp is Ren & Stimpy through and through, presenting the same craziness in a Super NES game that makes the TV series so hilarious and which ought to make all players sit up and say 'joy.' It's unchained mayhem all the way with little holding the proceedings together except the need to collect enough Gritty Kitty tokens in order to progress, but madness is what makes these characters such a hit. Without Ren and Stimpy's overwhelming personalities portrayed so well the game might not seem so cool, even so there is no denying the variety or sense of fun. Like the happy hats it features, Time Warp places an inane grin on the faces of all those who play and is a invaluable piece of software for anyone wanting to add the equivalent of the infamous powdered toast to their comparatively mundane Super NES library.



(LEFT) Happy? No! Get riid of thees hat otherwise Ren eeze compleetely useless!

(BELOW) Log Invaders! Happy, happy! There's also Log Wars, Space Log and Log Man. Joy!

COMMENT

ROB

Too often great cartoon characters become hideous shadows of themselves on consoles. But, with a sigh of relief, I'm happy to report that Ren and Stimpy get a pretty good showing in this game. Both stars look like their genuine selves, and the animation does well to show Ren acting like a nerve-worn bundle of bones and Stimpy sublimely ignorant as usual. The action itself is entertaining as well, retaining much of the wackiness of the duo. There are little aside games for example - the chance to engage in space invaders (log invaders in this case!) for some bonuses. It also seems fitting that this game is a lot better in two-player mode where players work together with team attacks and build up some sly rivalry by beating each other up. Ren and Stimpy is certainly more likely to appeal to fans of the show, with much of its entertainment value resting on familiarity with the cartoon, but even those who aren't up on the pair's antics should find something to like about this game.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■		
ACTION			■	
CHALLENGE		■		
REFLEXES		■		
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH		■		
YEAR		■		

PRESENTATION — 80

▲ Useful passcode system.

▼ No other options as such.

GRAPHICS — 82

▲ Nicely reproduced sprites that move with authenticity.

▼ Backdrops in general aren't immensely adventurous.

SOUND — 87

▲ Wacky-go-lucky tunes and excellent voice samples.

PLAYABILITY — 85

▲ Easy to get into and plenty to do.

▼ Occasionally the control method gets a bit frustrating.

LASTABILITY — 80

▲ Plenty of places to search and things to find.

▼ In two-player it's a lot easier to get through the game.

OVERALL — 84

A lot of fun, especially for fans of Ren and Stimpy, incorporating humour, action as well as the odd surprise.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

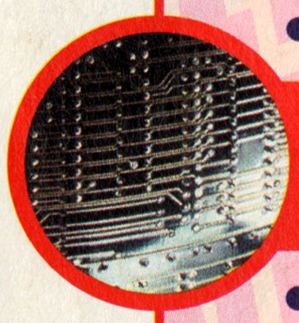
EARTHWORM JIM press start™ options

CART SPEC

- **BY:** SHINY ENTERTAINMENT
- **PRICE:** TBA
- **RELEASE:** OCTOBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 24 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** One - collect others
- **OPTIONS:** Three difficulty settings



GAME INFO

- **GAME ORIGIN:** Platform games and a deranged mind
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** 'Finish' Evil the Cat!
- **ALTERNATIVES:** Castlevania IV, Super Probotector

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Very good

X Shoulder barge.

A Whip.

Y Fire.

B Jump.

L/R L: Nothing. R: Nothing.

S START: Pause game. SELECT: Nothing.

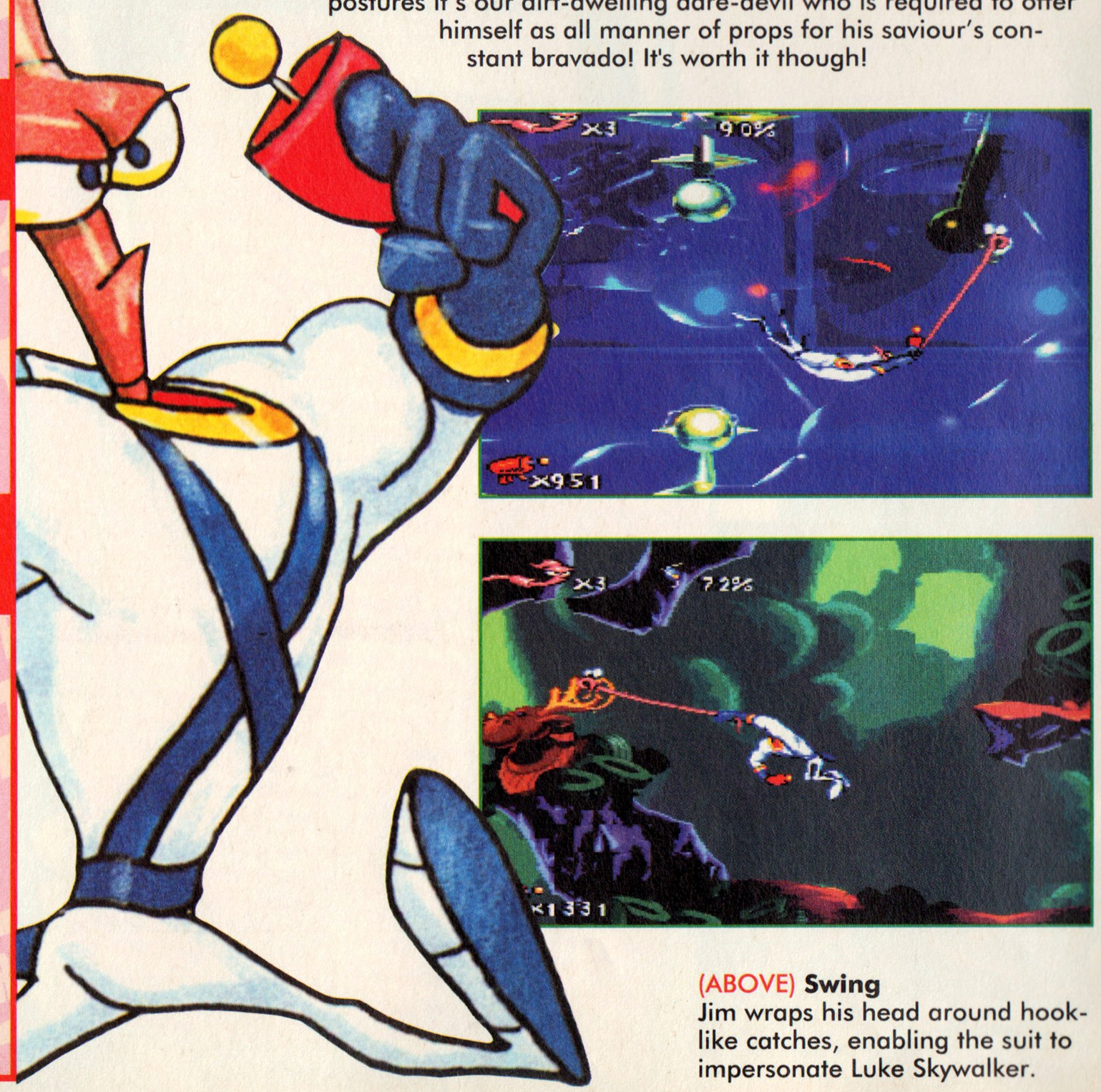
A Worm Hole is just a hole with a worm in it, right? Well not exactly - or, at least, that's not all. Worm Holes take on a much greater significance in outer space. Out in the cold, dark beyond a 'Worm Hole' is a gateway through which millions of light years are travelled in mere seconds. AMAZING! The only problem is nobody really knows what lies on the other side. Not yet anyway. But who better to explore the awesome phenomenon of Worm Holes than a common-or-garden earthworm? No. Well how about said earthworm armed (and legged) with Cybernetic War Suit and Laser Blaster!

Earthworm Jim gained his extraordinary powers when a freak accident in outer space sent the Cybernetic War Suit plummeting to Earth. It landed slap bang on Jim's wrigglesome worminess and now the two are scientifically joined forever. Together they exchange unpleasantries with the twisted minions of a galactic terrorissimo known simply, but chillifyingly as the 'Queen.'

One maniacal player is invited to join Jim as he faces 30+ stages of the most spaced-out space opera ever devised.

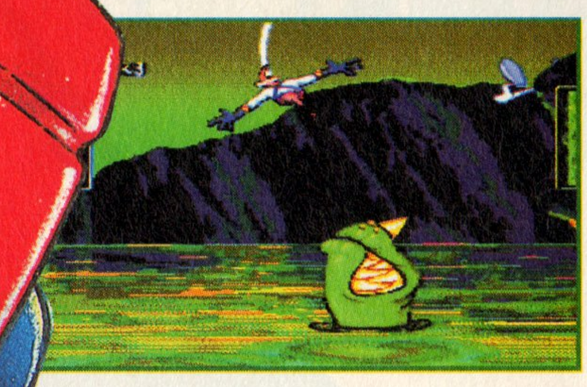
RISKING LOW-LIFE AND LIMBS

It pays to have a personality, though it costs a lot too! While the Cyber Suit postures it's our dirt-dwelling dare-devil who is required to offer himself as all manner of props for his saviour's constant bravado! It's worth it though!



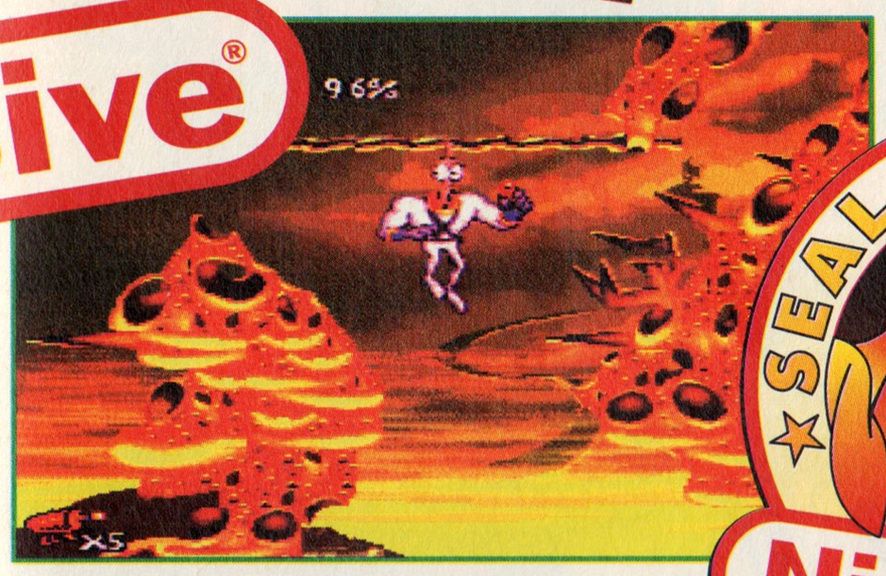
(ABOVE) **Swing**
Jim wraps his head around hook-like catches, enabling the suit to impersonate Luke Skywalker.

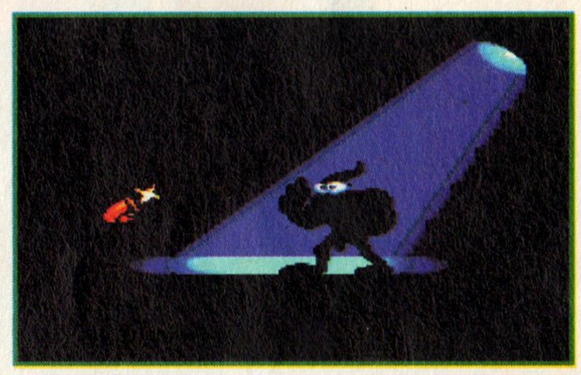
WORM



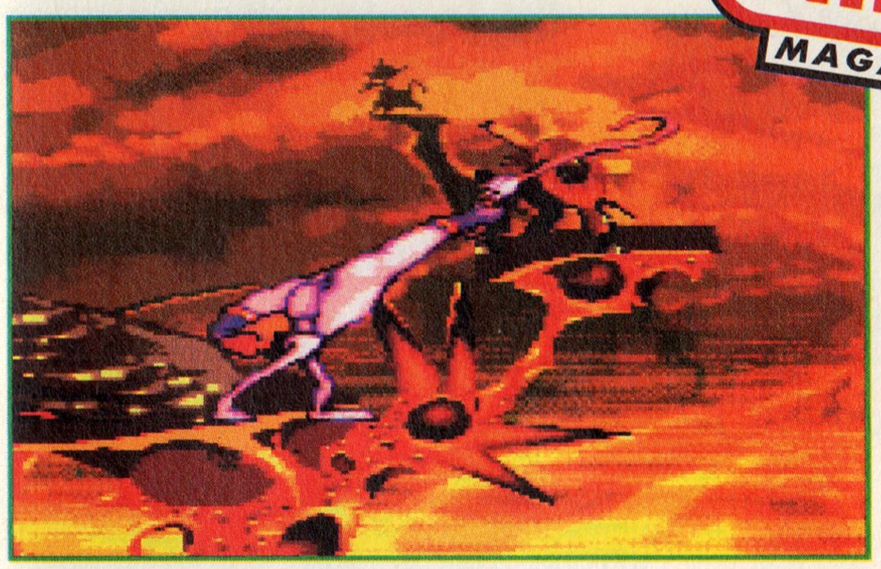
(ABOVE) *Jim's Bungee-Jumping fun is spoiled by a hungry swamp monster. Avoid his being spliced by keeping a look-out for the creature's eye!*

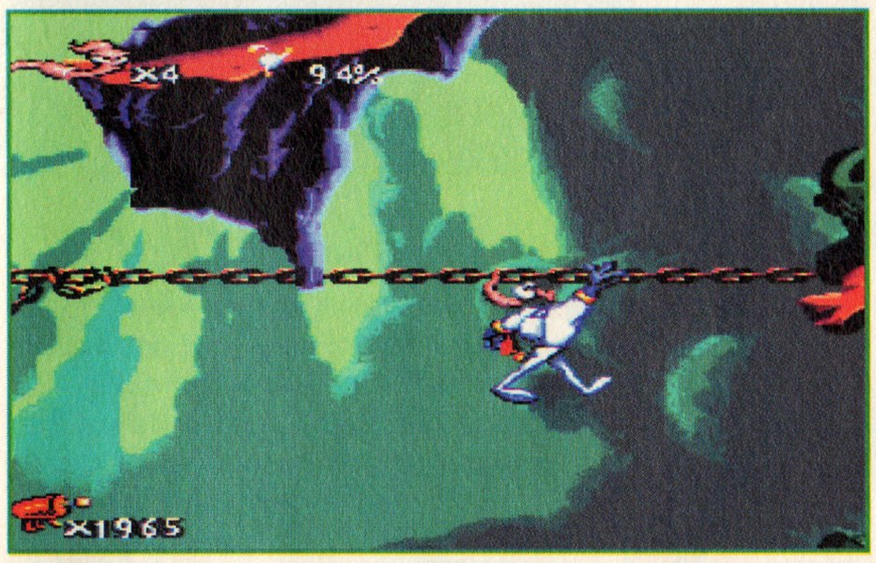
(LEFT) *One toe-curling level finds Jim racing against time to reach a distant part of an under-water complex in a tiny submarine.*



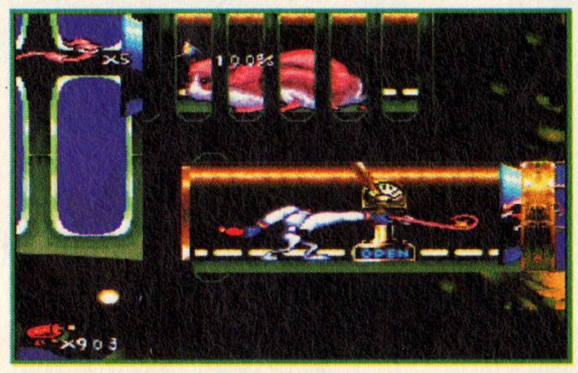


(ABOVE) *Cool, eh! At one stage it gets very dark indeed, leaving players to rely on guess work.*





(ABOVE) **Grapple**
Monkey swinging with a gun in one hand proves tricky for the suit. Guess who winds up being used as another grappling device...



(ABOVE) **Whip**
Ouch! The suit lashes out with Jim in seven directions to sting Queenie's mobsters.

COMMENT

PAUL

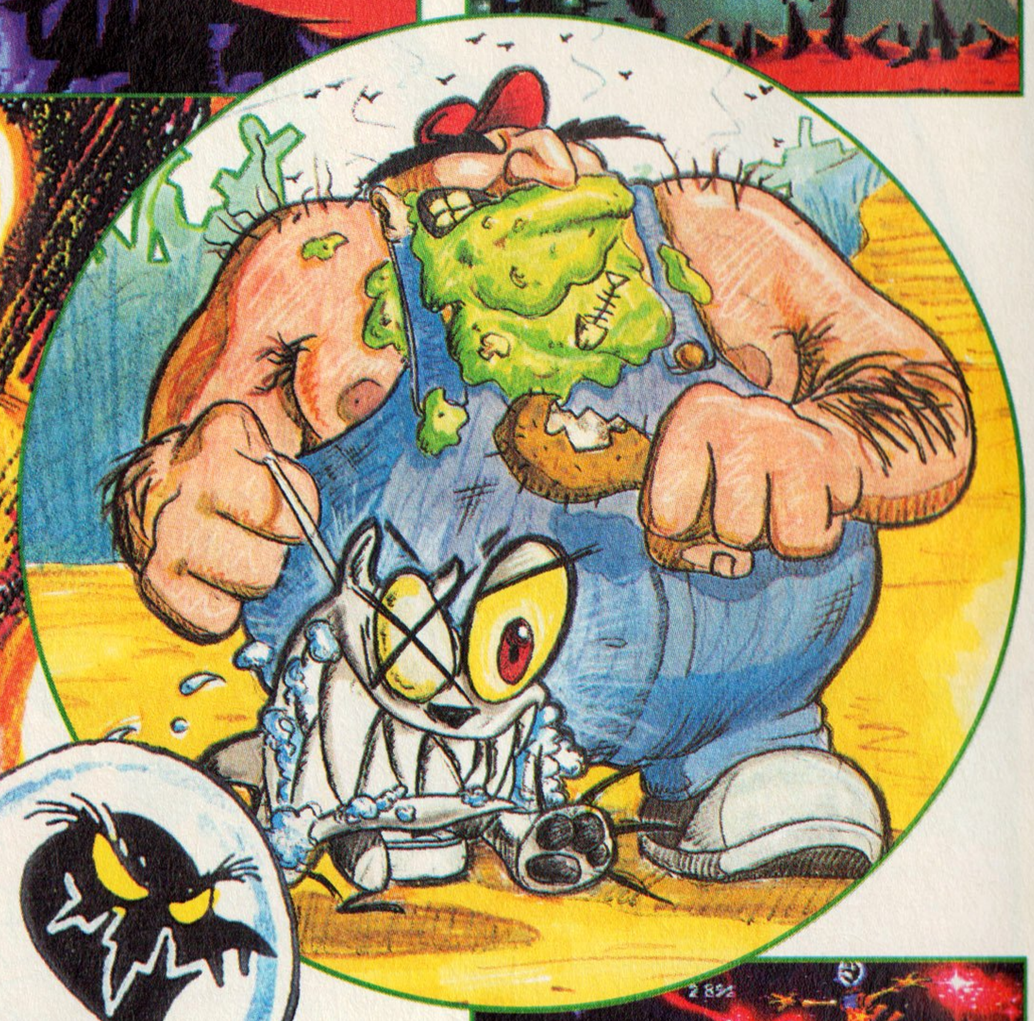
Everyone is going to tell you that Earthworm Jim is brilliant, so you may as well know why: It looks great, sounds great and plays GREAT! What this entails is ingenious game-play demonstrated through the use of Jim's body to survive; an unprecedented standard of animation made possible through Shiny's 'Animotion' technique and totally mind-blowing sound effects and music. Though many of the 30+ stages are accounted for by the presence of a Worm Hole every once in a while, this is still one heck of a large play area. It's varied too, so players never become bored, but so well designed that each bizarre test of skill never seems out of context or included for variation's sake. That so much cool humour is injected only makes things better. Earth Worm Jim may seem like it's a game for the birds, but it's actually one of the best video games games this galaxy has to offer!

ROGUES GALAXIES

It's amazing how Patrick Moore can spend so much time gazing into his telescope and still fail to notice all the monsters making shakes from the Milky Way. Still, perhaps playing the xylophone does this to a person! And what's all the bubble about the Hubble when this lot get to run free...

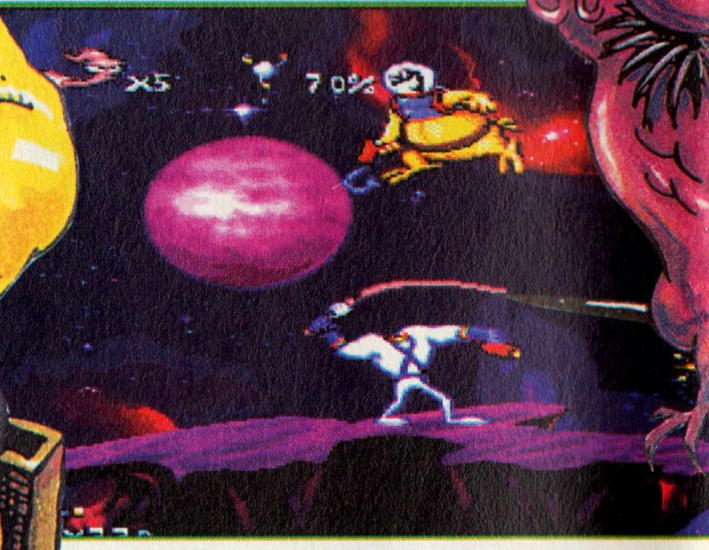
CHUCK AND FIFI

Meet Chuck and his British Bulldog Fifi. Having taken offense at such an inappropriate name Fifi is a terribly bad tempered animal and lives only to make painful modifications to peoples' backsides! Chuck has pretty bad taste too - check out his flatulant armpit routine! Ugh!



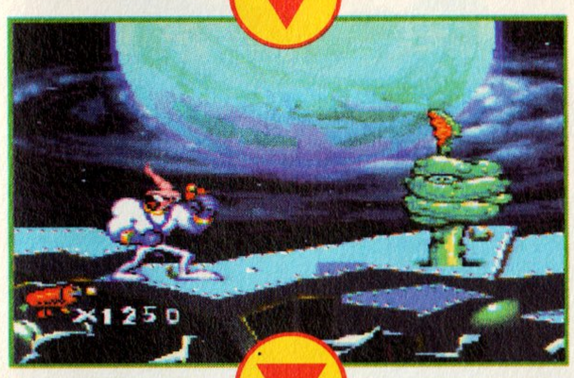
EVIL THE CAT

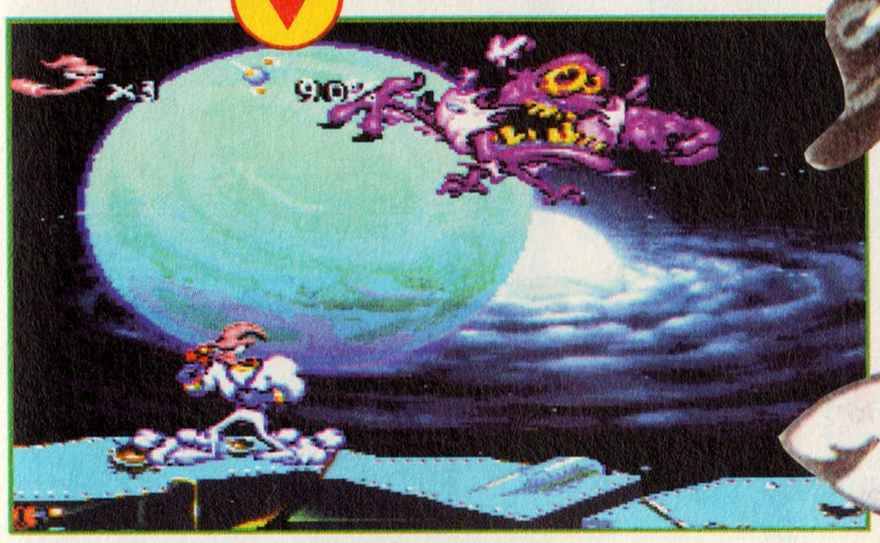
'Hey! It's a free Underworld!' cries Evil the Cat. Maybe so, but Jim's on a mission and could care less about hurting people's felines. Especially one disowned by all and sent to heck!



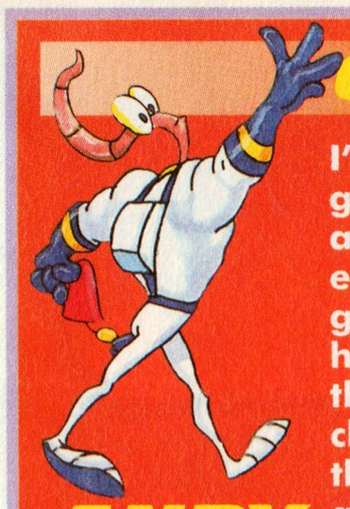
PSY-CROW

A notorious cereal killer, Psy-Crow's most chilling act is the challenging of intergalactic space heroes to a race down the nearest worm hole. Should Psy-Crow win the loser is seriously humiliated on the nearest desolate planet.



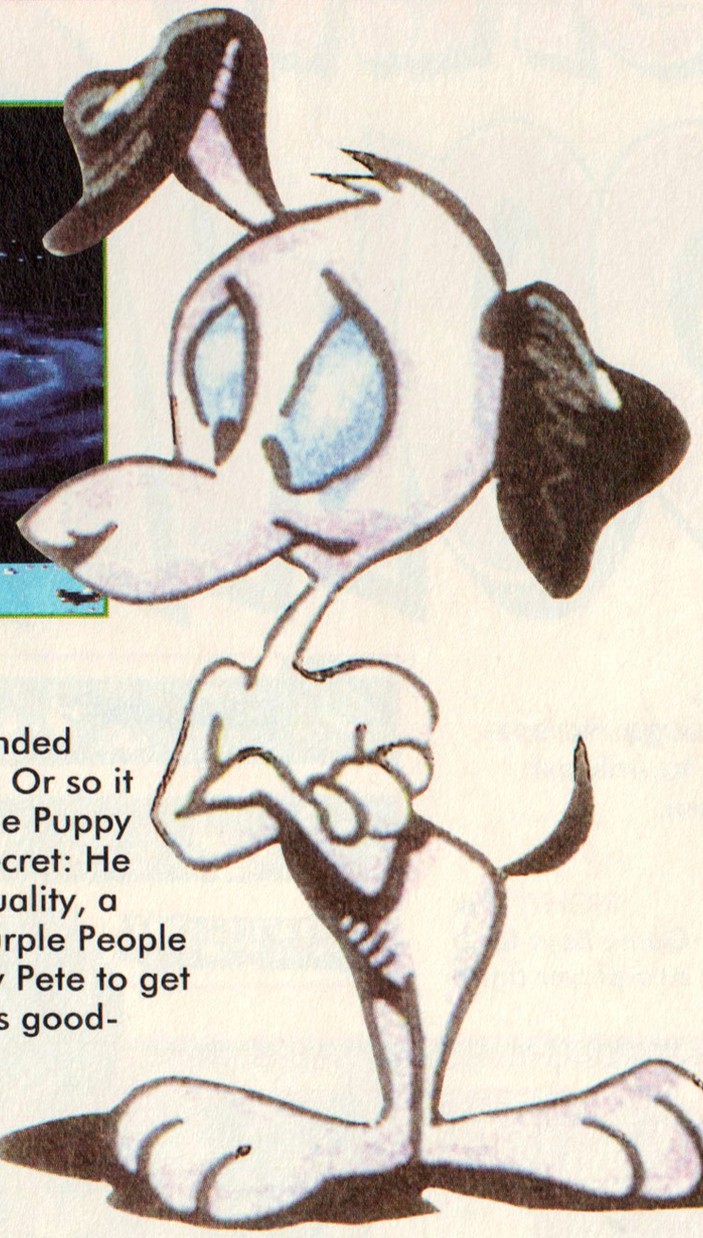


COMMENT



ANDY

I'll keep this short. This game is ACE and don't let anyone tell you any different! The graphics are gorgeous and no attention has been spared on even the smallest detail - just check out the lens flare in the first level. Jim and Co are the most fluidly-animated bunch on the Super NES - no questions. The sound effects are crisp and tunes range from moody to downright stupid. The gameplay is quite remarkably varied for a platform game too with surprises and changes of style at every turn, and the challenge has been perfectly graded to allow a little more progression with each playing. As for the characters, well, all I can say is that they must get too much sun in California - play it and you'll see what I mean. Earthworm Jim is cool - dig him up soon!



PETE THE PUPPY

In a stage titled 'For Pete's Sake' Jim is landed with the responsibility of a cute little dog. Or so it seems. In fact Pete the Puppy hides a terrible secret: He is, in all actuality, a ferocious Purple People Eater! Allow Pete to get hurt and it's good-bye pooch, hello pain!

WHO-OAH NELLIE!

Journeying between galaxies is achieved via Worm Holes, the nature of which have remained a scientific mystery - until now! They are kind of like huge, cosmic water slides - only with asteroids and other space debris taking the place of screaming holiday makers.

Collecting 50 astro-bubbles opens a whole new can of worms (earns a continue.)

Avoid hitting the asteroids and ward off Psy-Crow. Don't let him win the race!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 80

▲ Really great 'belching' voice on the title screen and a funky options screen.

▼ Pretty lame in comparison to the rest of the package: No passwords or saved positions and the intermission screens are all the same!

GRAPHICS — 94

▲ Totally incredible and amazing! A hyper visual feast for tired peepoids!

▼ It's impossible to look away!

SOUND — 94

▲ Ground-shaking sound effects - Jim's Laser Blaster is awesome! Also the music is lively, varied and usually quite humorous. Originality shock!

PLAYABILITY — 92

▲ Find any excuse to play this game - it's totally addictive! Players of all skill levels gain enormous satisfaction from playing Earthworm Jim.

▼ Exactly the same each time the game is played.

LASTABILITY — 86

▲ A long, gruelling quest lies ahead of Jim. It's enormously challenging for players who are aiming to discover everything and that's irresistible.

▼ Once the game is thoroughly explored, playing through again feels like routine.

OVERALL — 92

Fast action, gorgeous graphics, amazing sound and cool game play. Earthworms are suddenly the height of good taste!

REVIEW GAME BOY

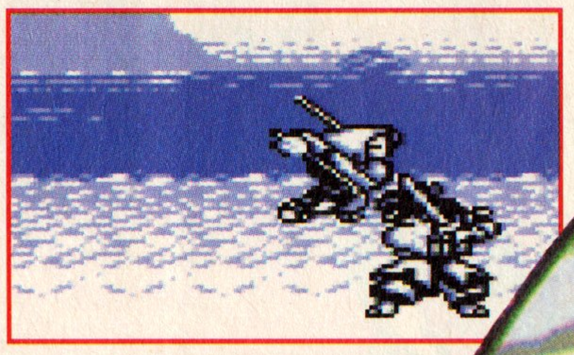
Here in the NMS office, the coffee machine proves very useful, widening those early morning eyes and injecting the necessary jitteriness to get us typing away furiously. For Yoshiro Tokisada Amakusa, coffee has a more cerebral quality and his search for the perfect taste has brought him back from the dead and led him into smarmy relationships with office executives.

But Yoshiro has a lot of enemies who are keen to satisfy their grudge against him. Cunning devil that he is though, he's organised a competition in which they have to fight each other first before they get the chance to have a crack at him.

Samurai Shodown is a one-on-one fighting game involving twelve competitors. This collection of Samurai, Ninjas and Knights have one thing in common - they are all masters with the blade. Each of them possess special moves or 'Methods of Mayhem' that prove devastating to an unprepared opponent.

Samurai Shodown is available for the Super Game Boy and also includes the all-important two-player action. Unsheathe and slash!

SAMURAI SHODOWN

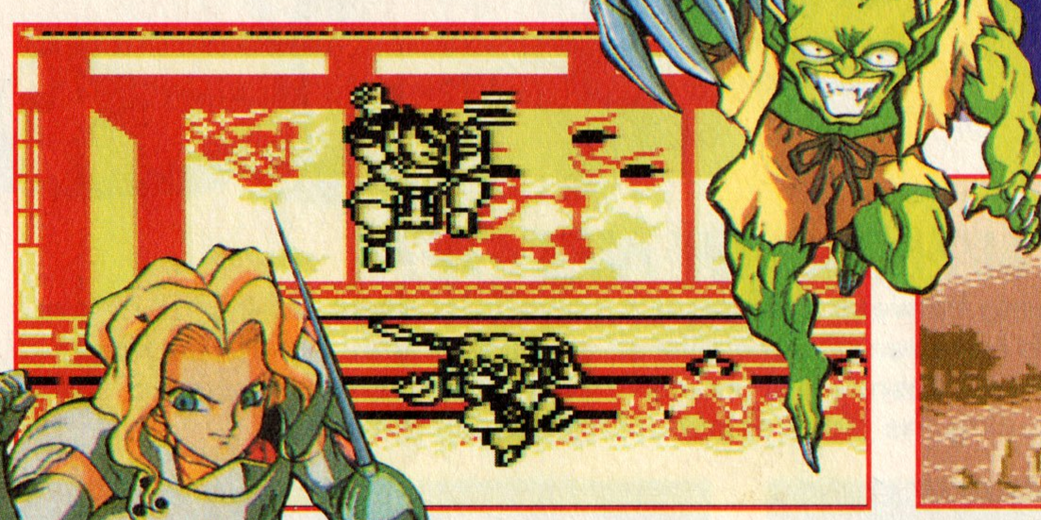


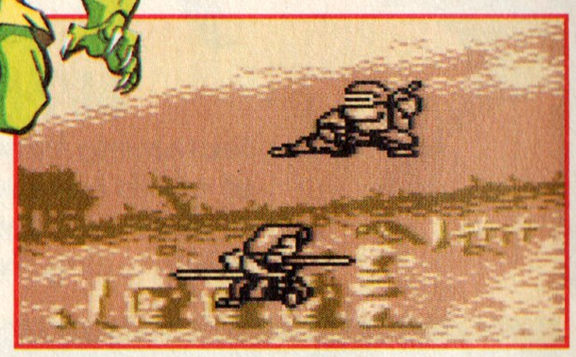
(ABOVE)*Ho-ah Maru meditates before battle.*

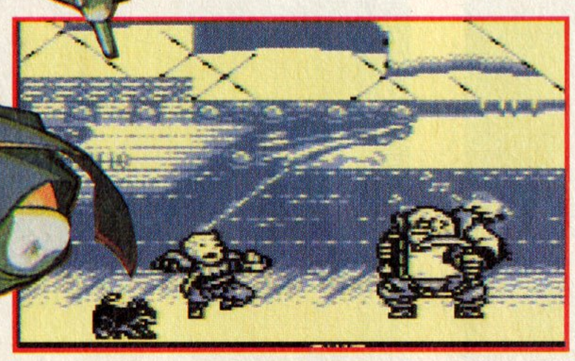
DON'T MAKE ME ANGRY

When a fighter is taking a bit of a whipping his Rage Guage increases. This is actually quite useful because it enables them to unleash more power in an attack and especially in a special move.

(RIGHT) *Link Game Boys for a two-player fight!*







AND HE'S DROPPED IT!

While a fighter might seem to have a safe pair of hands don't be fooled. If they suffer a heavy attack from an opponent they drop their weapon. If it isn't retrieved quickly, death could be their only friend!

COMMENT

It isn't always easy taking a game like Samurai Shodown which can test the Super NES to the limits and making it suitable for the Game Boy. A lot of sacrifices have naturally been made but the Game Boy version has retained the 'essence' so to speak by retaining the special moves, all twelve characters and a brilliant two-player mode. Visually it's a bit drab at times but I think that there's much fun to be had here providing you accept the limitations.

RATINGS

- **BY:** TAKARA
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 2 MEG

GRAPHICS — 80

◆ The sprites are quite well defined, though the animation is a bit sticky.

SOUND — 78

◆ No complaints with sound effects but the music gets a bit annoying.

PLAYABILITY — 83

◆ Characters and special moves remain intact. However the action gets a bit confusing now and then.

LASTABILITY — 78

◆ Two-player mode means that its life expectancy is doubled. Limitations prevent it from being a classic.

OVERALL — 80

A good conversion of a great game that Game Boy beat 'em up fans are sure to enjoy.

Nintendo®
MAGAZINE SYSTEM
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Nintendo MAGAZINE SYSTEM

REVIEW

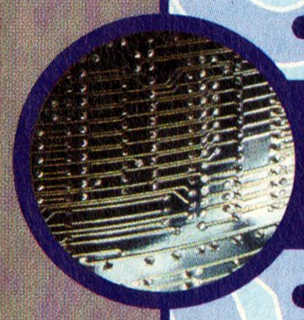
GAME BOY

CART SPEC

- **BY:** KONAMI
- **PRICE:** £29.99
- **RELEASE:** OCTOBER
- **GAME TYPE:** PLATFORM SHOOT EM UP
- **CART SIZE:** 2 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Yes



GAME INFO

- **GAME ORIGIN:** Another sequel to the 1987 coin-op: 'Gryzor.'
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Level three
- **ALTERNATIVES:** Castlevania, Probotector.

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Excellent

A Jump.

B Fire.

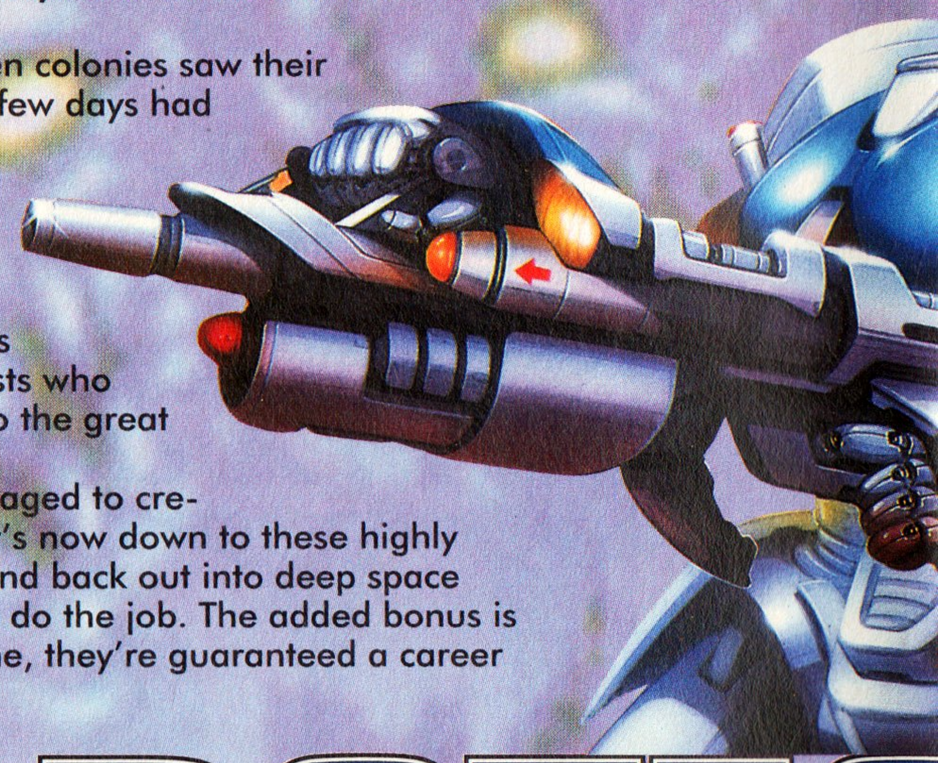
S START: Pause game.

S SELECT: Use bomb.

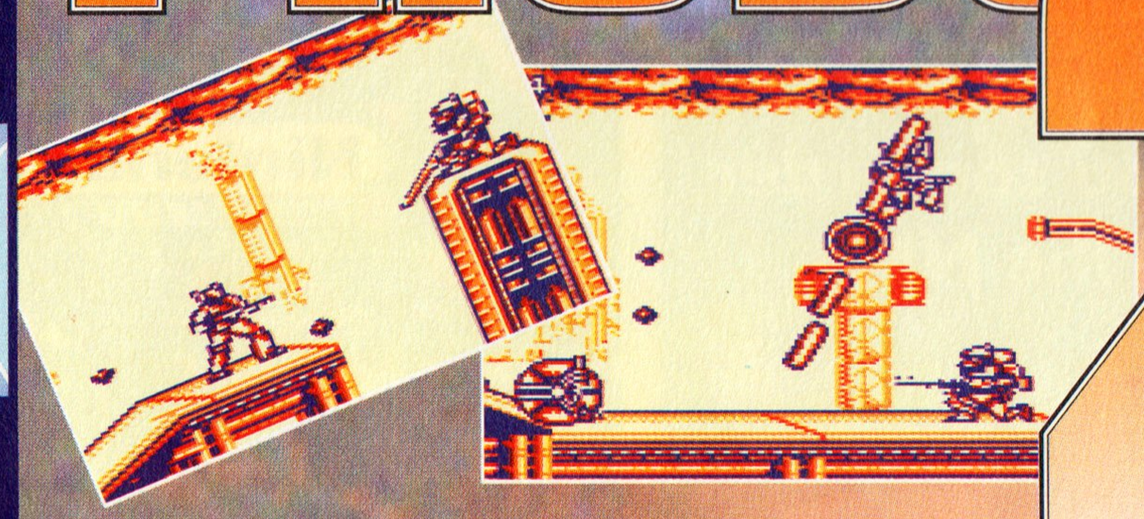
It was an age of political bankruptcy. Resources were few and far between, but it wasn't until after the third 'Great Soap Opera Famine' of 2636 that the masses began to stir. Their demands were simple: get the 'Democratic Soap Opera State', previously known as Australia, back on its feet and in production.

While Earth bickered, a band of alien colonies saw their chance to invade and in a matter of a few days had complete control of the planet. Any potential rebellion was quickly quelled by the aliens, who had the sense to get re-runs of classic soaps on the air-waves again. Despite such strict repressive measures though, the Aliens didn't consider a small band of scientists who had developed an immunity formula to the great Antipodean addiction.

In their secret hide-out they've managed to create super-warriors: the Probotectors. It's now down to these highly efficient war machines to blast alien kind back out into deep space using tons of state-of-the-art ammo to do the job. The added bonus is that if the Probotectors get the job done, they're guaranteed a career in Neighbours. Hurrah!



PROBOTECTOR 2



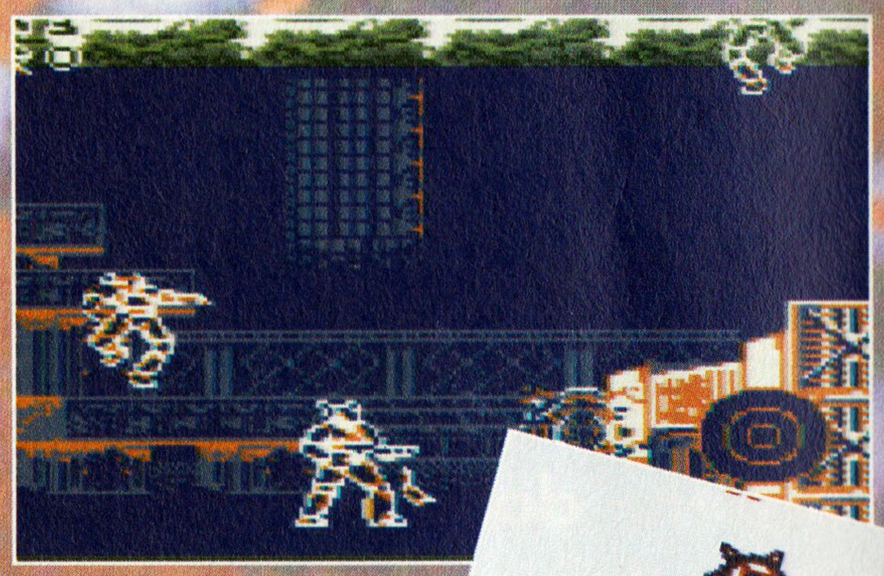
COMMENT

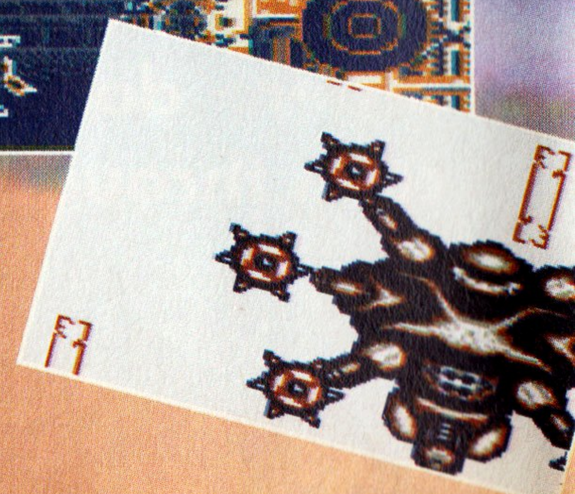
Unbelievable, but true:Probotector II is practically Super Probotector on the Game Boy! Of course much of the detail is lost and some of the more involved areas of game play - like the spinning attack and switching between weapons for example - are missing too, BUT it's still essentially the same game. The incredible pace and high degree of difficulty combine with impressive looks to make Probotector II a 'must have' for the Game Boy. Though it is a pity Super NES owners have nothing new to get excited about.

PAUL

BIG BOMBS - SMALL PROBLEMS

Probotectors start their mission with one heavy duty bomb, but look out for additional bombs to collect as they move through the levels. Using these bombs strategically - on the end-of-level bosses for example - makes easier work of monsters that might otherwise prove very troublesome.





(RIGHT) This level two boss doesn't rise and fall like it does in the Super NES version. It's still very tough though!

TOR

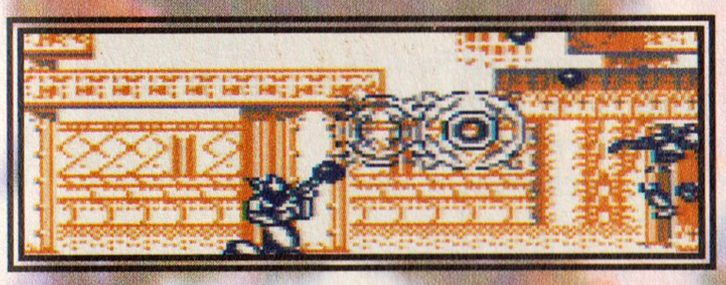
COMMENT

ROB

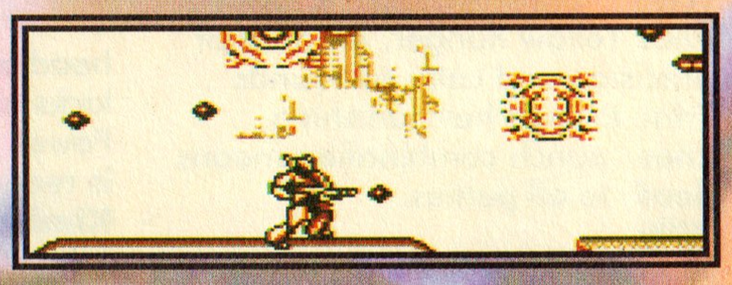
This is an almost perfect conversion of the Super NES classic. All of the weapons are here and the game is just as frantic and action packed. Admittedly, it's not the most original game but the shifts in perspective to overhead view on certain levels provide some variation and besides, you'll spend so much time concentrating on all that's going on that originality seems a bit irrelevant. The addition of the option to play it on the Super Game Boy means that the action is enhanced still further. Another thing in Probotector II's favour is its level of difficulty, pushing reflexes and concentration to the limit, ensuring that the fun isn't too short-lived. Any self-respecting blast em' up fan would be a fool to miss it.

GUNNING FOR GLORY

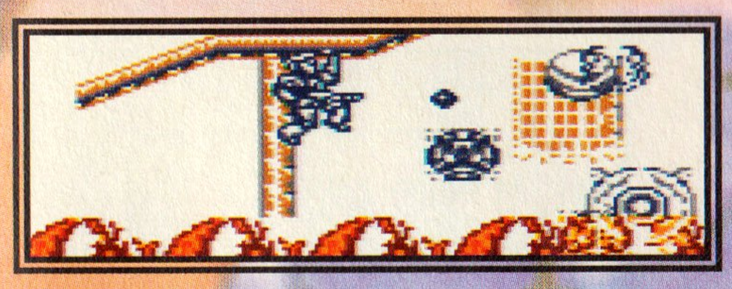
A number of different weapons are available to the Probotectors, in addition to their standard issue rifles. Some are more handy than others, depending on the corner our metallic saviour finds himself in. Here they are:



THE THREE-WAY
Firing three shots at once, this pick-up obviously provides three times the fire power. When enemy forces start to close in on our heroes in numbers, this is useful to mow them down by the dozen.



THE HEAT-SEEKER
Like the best in toilet detergents, this gun is great for those hard to reach germs. Each bullet targets an enemy and homes in on it. It is excellent when the Probotectors find themselves surrounded.

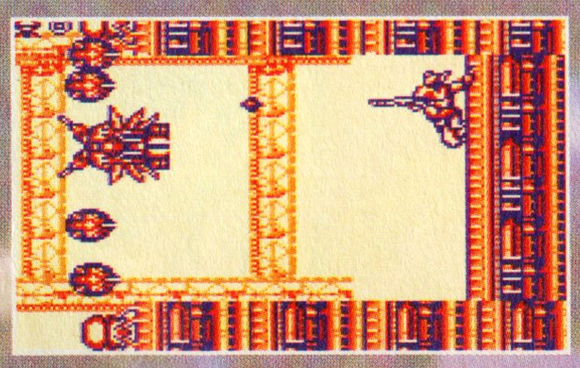


CANNON
Cartridges are fired and on impact cause a series of multi-explosions. This weapon is useful for attacking enemies and objects that are stationary. Particularly good for bringing walls crumbling to the ground.

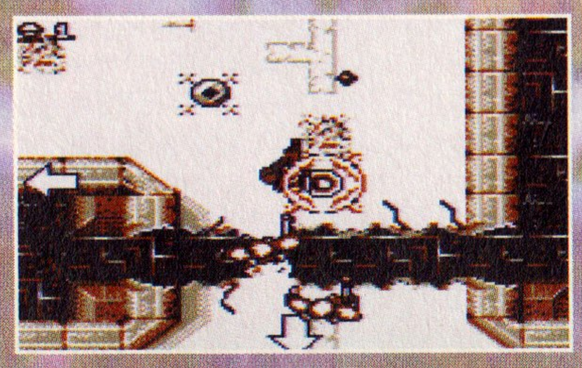
FLAME THROWER
Like the three-way, this enables players to sustain an attack that by its very ferocity acts as a defence. Providing the player keeps it flaming at all times, there's no chance of getting fried himself!

PROBOTECHNICOLOUR!

As if the stunning graphics and animation weren't enough to keep most hand-held owners all in a wiz, Probotector II is compatible with the new Super Game Boy hardware too, meaning a colour screen and better sound quality.



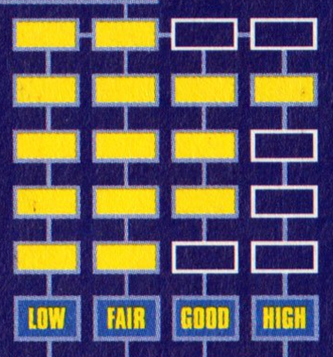
(RIGHT) *Even when scaling walls the Probotectors aren't safe! Gertcha!*



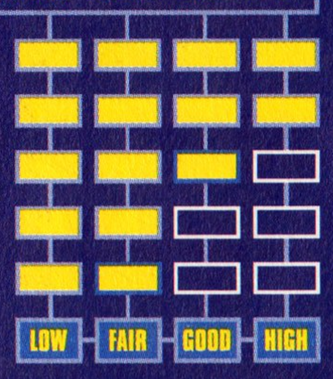
(BELOW) *Mind the gap! During level two our heroes are troubled by fragile areas of walk-way. So beware of cracks in the floor!*

RATINGS

BREAKDOWN



LONG-TERM INTEREST



PRESENTATION — 86

▲ Eerie attract sequence. The game is jammed with decent intermission screens too.

GRAPHICS — 87

▲ Plenty of enemy sprites scurrying around. Some end-of-level guardians are huge! Interesting and varied battle areas.

SOUND — 89

▲ Really excellent music builds a tense atmosphere. Powerful sound effects bring the artillery fire to life.

PLAYABILITY — 85

▲ Easy to get the hang of. Fluid and loads of action to deal with.

▼ Can get annoying with two players trying to race ahead of each other.

LASTABILITY — 83

▲ Quite tough but in a productive rather than frustrating way.

▼ Straight forward enough to lack real long-term appeal.

OVERALL — 86

An excellent conversion of the Super NES classic, but only of real interest to players who do not own a Super NES.

REVIEW

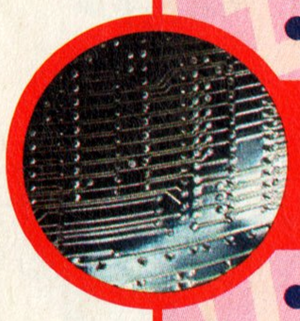
SUPER NINTENDO® ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** BANDAI
- **PRICE:** £54.99
- **RELEASE:** NOVEMBER
- **GAME TYPE:** POWER BEAT 'EM UP
- **CART SIZE:** 16 MEG

FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Password
- **OPTIONS:** Mono/ Stereo



GAME INFO

- **GAME ORIGIN:** Based on the TV series
- **GAME DIFFICULTY:** Mighty tough
- **1ST DAY SCORE:** Defeat bones
- **ALTERNATIVES:** Final Fight, Maximum Carnage

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Fluid

X	Power Bomb	A	Nothing
Y	Attack	B	Jump
L/R	L: Nothing R: Nothing		
S	START: Pause SELECT: Nothing		

Observe the Viewing Globe. Rita Repulsa - AKA the Sub-Space Viper - is invading Earth! The only person who can stop her is an Interdimensional Space Being named Zordon, only he's trapped in another world with just a dippy droid named Alpha to assist him. Ayie-ayie-ayie!

In his wisdom, Zordon summons five teenagers of outstanding ability to his Command Centre and warns them of what is to come. They must save the world of course, though not as themselves, but as the Mighty Morphin Power Rangers!

Bandai have morphed the awesome television series into a seven-stage platform beat 'em up in which you get to lead one of the five Power Rangers in a personal vendetta against Rita and her rabble of Stupor Villains. There's even a special, secret stage in which two players may compete against each other as Megazord - the combined Power Rangers' colossal battle unit. Morphinomenal!

MORPHITUDINOUS!

In their struggles against Rita's Putties, the evil Empress's foot soldiers, the teenagers all display phenomenal fighting skills. When they morph the best just get better...

Zack
Alias Black Ranger. Zack combines Hip Hop with Kung Fu to dazzle and daze. His hand-stand helicopter kick is chilling!

Trini
Alias Yellow Ranger. An aura of precision and calm surrounds Trini, though her punishing knee/ punch combination means death to all putties.

Billy
Alias Blue Ranger. It's obvious Billy detests fighting: He punches with his free hand covering his head and all attempts at flying kicks are laughable. Hand him a Power Lance, however, and Billy is really most impressive, dudes!

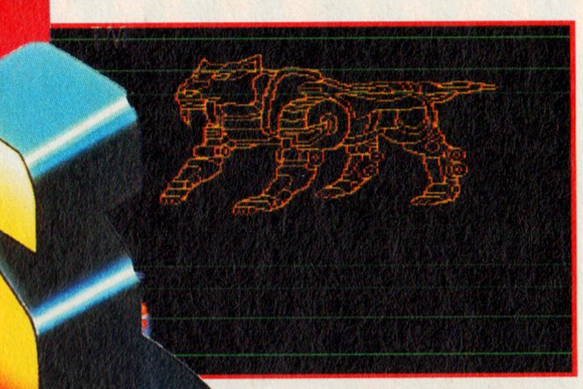
Kimberly
Alias Pink Ranger. Marvel at her spinning back kick and cheer as she lets fly with an arrow from her Power Bow as Pink Ranger.

Jason
Alias Red Ranger. Jason is the team leader and, as such, demonstrates superior Karate technique.

COMMENT

Strip away the colourful Power Ranger veneer and there is nothing truly spectacular about this game at all. In fact it's terribly old fashioned - even in the tired old beat 'em up scene. Still, even though the game engine is pretty limited, there are many brighter sides to consider. All five teenagers are selectable and all are rendered to a high standard. Plus they're animated well enough to allow each individual's character to shine through. Such attention to small detail extends to the action where each Ranger's skill is unique too. The presentation captures much of the excitment of the series too, so when Megazord finally shows up it really is a spectacular occasion - doubly so for fans of the television series. Bandai haven't simply cashed in on the Power Rangers' success with this game - though obviously this is what they're about too - they've made a genuine attempt at something vaguely special and the end result is pretty cool, though an affinity with the heroes does help.

PAUL



(RIGHT) *Megazord has two basic weapons - his sword and his plasma bolts. Special powers enable him to create magic too! Sching!*

MEGAZORD BATTLE ACTION!

Yes it's true! Players get the chance to pilot Megazord into battle! With a special, secret code, which is only discovered after Rita is defeated once and for all, two players may compete to prove who is the ultimate Morphin Master.

COMMENT

Let's get one thing straight. Whether you call it a kids program, a cult series or whatever, Power Rangers is a huge pile of cack. Cleverly cheesy? Nope. Just crap. It is with this opinion of the show that I came to the game. Paul, an almost disturbingly fanatical fan of the show rightly says that it's old fashioned. For me that's the end of story. There's nothing in the least original about this game and nothing particularly special about the characters either. Anyway, me and Paul are gonna decide it properly by having a fight after work.

ROB

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■		
ACTION		■	■	
CHALLENGE		■	■	
REFLEXES		■	■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH				
YEAR				

PRESENTATION — 77

▲ Totally awesome introduction music on the title screen! The in-game presentation is genuine Power Rangers tack.

▼ A password system and sound mode select is all.

GRAPHICS — 78

▲ Nicely rendered sprites of the Power Rangers with trademark moves included to add character.

▼ **Flat backgrounds.** Some jerky animation.

SOUND — 78

▲ Go! Go! Power Rangers! The sound effects are tacky but effective.

▼ The music is poor stuff.

PLAYABILITY — 79

▲ Fluid control and frustration-free action. Megazord adds an interesting twist.

▼ Repetitive to the point of boredom.

LASTABILITY — 76

▲ To say this show is aimed at 'kids' the challenge is tough. The two-player Megazord combat extends the game's appeal.

▼ Because it's so linear, players don't have much to revisit.

OVERALL — 77

A fair representation of the Power Rangers but more for hard-core fans of the series than hard-core games players. Needs more Dinozord power, and Gameplay!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ESPN BASEBALL TONIGHT

Cardinals
BULLPEN
S/R H W L ERA
RL 7 5 4 3.33
PPRRR 6 5 4 4.60
RRRRL 5 3 4 4.17
RRRRL 3 2 2 4.85
PRRRL 10 3 3 5.76
LLRRR 1 0 1 7.50
RRP 14 6 2 5.93
RP R 11 8 3 3.78
REPLACE
LF RR 0 0 0.00
WITH:
R L 7 6 4.33
ESPN Sports Center
TEXAS RANGERS AT ST. LOUIS CARDINALS
Little Caesars Pizza! Pizza!

Presidents. Sky scrapers. Ghetto kids. Guns. Hollywood. Superstars, and back to Presidents. America rolls by in its never ending cycle of production and consumption. Here today, gone tomorrow, but back again the next day. Where feeling good means being bad and being bad does ya no good. Yep. That's America son. And baseball of course.

The basic structure of the game of Baseball is this: one team bats, the other pitches. When a pitcher throws the ball and the batter misses it's a strike. If he hits it he is free to run the bases in an effort to get round all four. When free batters are out the teams change places and all of this takes place over nine innings. What makes things seem incredibly complicated is the amount of stats baseball drags with it, but like American Football it doesn't take long to figure out what's relevant and what isn't. Expect the whole maze of Major League teams, divisions and play-offs, culminating in the World Series Champion. As if that wasn't excitement enough, there's ESPN's Chris Berman and Dan Patrick (America's Des Lynam and Jimmy Hill - probably) offering their astute commentary throughout the game. And try to remember - Baseball is absolutely nothing like rounders. Honest.

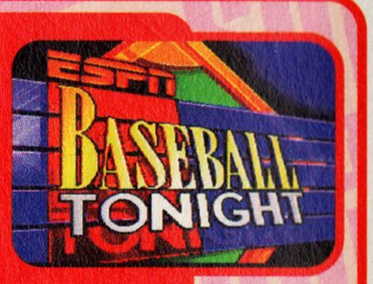
COMMENT

I remember the dread I first felt at the sight of John Madden's American Football. For starters I didn't know the rules of the game and to make things worse the gameplay looked very involved. But getting involved is the secret of course, and ESPN Baseball is much the same in this respect. Learning how to decide which team to pick, which players to use and which to drop involves keeping an eye of team stats. This kind of subtlety extends to the game action itself. Techniques in good pitching and batting aren't things you'll pick up straight away. ESPN Baseball involves practice and patience, something that won't appeal to all. But like John Madden's, patience is rewarded by action that really involves a player and proves very addictive. There's no doubt that it is most enjoyable with two players but even on your own the scale of competition ensures a challenge. This is a game with a very selective appeal, but those who feel themselves to be among the selected will not be disappointed.

STATISTIC-TASTIC!

If there's one field in which sport sims excel it's stats. If there's one sport in which stats excel it's baseball. This lethal combination means that there is an endless supply of numerical information on players abilities and teams performances. Every player is rated according to their speed, arm, batting stamina and so forth, and also comes with a record of their previous form including batting averages, hits, home runs, throws and so on. Like John Madden's it is worth becoming a bit of an expert with these because utilising the best players makes all the difference.

RATINGS



- BY: SONY IMAGESOFT
- PRICE: £44.99
- RELEASE: SEPTEMBER
- GAME TYPE: SPORTS SIM
- CART SIZE: 16 MEG

GRAPHICS — 86

◆ Brilliant, smooth and realistic animation. Very polished throughout.

SOUND — 84

◆ Excellent voice samples, crowd noise and bat 'n' ball SFX to enhance the atmosphere.

PLAYABILITY — 86

◆ Basic controls are straightforward enough. To play well it takes some time and patience.

LASTABILITY — 85

◆ The two-player mode is tireless. It gets a little boring for single players.

OVERALL — 85

A good baseball simulation that serves fans of the sport well, exciting enough to attract others to the sport too.

Plug your Game Boy games into a SUPER GAME BOY and there'll always be SOMETHING ROTTEN ON TV

Sick of seeing the same old faces on TV all the time? Well, have we got news for you. With a Super Game Boy from Nintendo, you can play all your Game Boy games in colour, on your TV.

You can play all your old games and a whole load of new ones too, like Donkey Kong with enhanced colour features.

Just slot any Game Boy game into the Super Game Boy cartridge, slot the lot into your SNES and Bang! there you have it: instant big screen Game Boy action.

You've got really wicked graphics. You've got really kicking sound.

You've got 256 colours to choose from.

You've even got nine pre-set screen frames, or you can create your own with the Super Game Boy paintbox feature.

What's more, you've got the lot for only £49.99.

So if you want to see all your favourite Game Boy rotters showing their true colours, you know what to get plugged into.

Much more than a handful

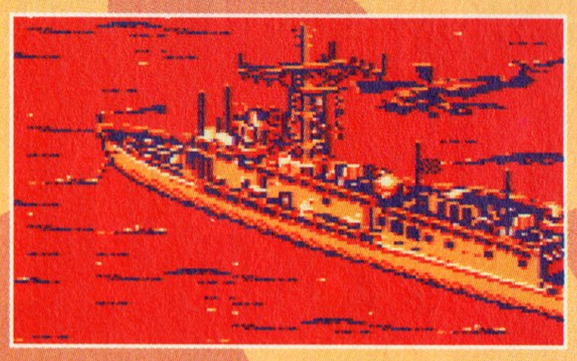
Nintendo®

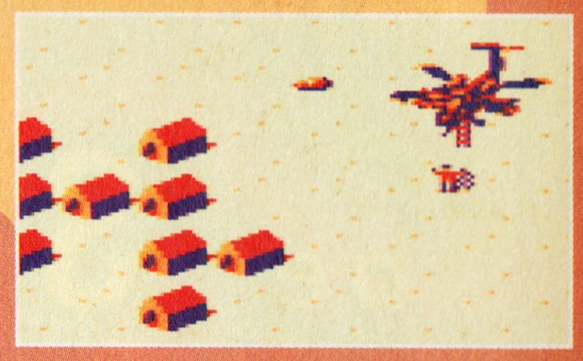
REVIEW

GAME BOY

DESERT STRIKE

RETURN TO THE GULF





Once upon a time there was a man called Saddam Hussein who used to pull faces and call people horrid names. What a nasty man he was, readers - he wouldn't let anyone play in his oilfields and tried to steal his neighbours' oilfields too. How awful! Without oil the Americans wouldn't be able to drive their big cars to go to the corner shop and buy candy for their children. So off the Americans went to teach this chap a jolly big lesson. They dropped bombs on him and chased him around in big tanks and got the oilfields back - but they never did catch him.

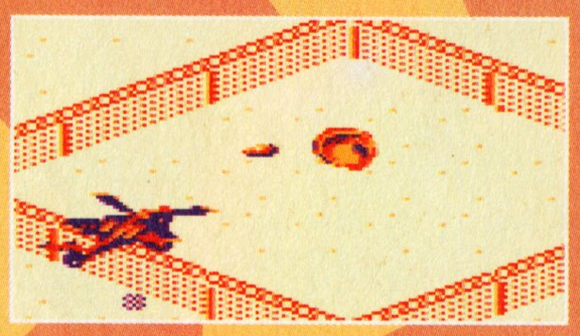
So what do you think they did? Ignore him and hope he got bored and went away? Nah! They developed Desert Strike so they could stay up all night kicking his ass to their hearts' content in their tooled up attack choppers- Yee haaw!!

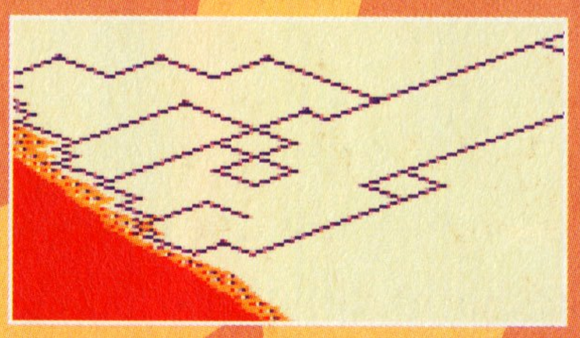
COMMENT

What an achievement. Desert Strike is an exact replica of the classic Super NES original. The graphics are small but still retain enough definition, the Super Game Boy border looks cool, even the sound is pretty good But most impressive is the fact that Ocean have managed to cram the whole game into a 2 meg cart. The best blaster for the Game Boy at the moment.

SADDAM SHAME

Of course it's wouldn't be politically correct to have players flying around shooting the real Saddam. Enter the evil dictator General Kilbaba who, just in case therer is any confusion, is definitely of middle-eastern extraction and, if that's not enough to scare you, his name is composed of the words "kill" and "baba" - My god this man kills young children!!! Anyway, he shares silmilar nefarious, world dominating ambitions and MUST BE STOPPED. Alas your first effort has already failed and the secret agent you sent in to steal Kilbaba's plans has gone missing and it's up to you to find him before Kilbaba blows up the whole planet. Lock and load marines!





A ROUND OF GULF

Not only does this game look remarkably like its larger relative. It plays like it too with your Helicopter responding in the same bit-awkward-to-get-the-hang-of manner which is adjustable to the individual player's preference. But, blimey! it gets better - the game supports the Super Game Boy and is, by all accounts (not ours because it was too hard for us) a complete version of the 16-bit classic with all the weapons and more importantly all the missions! Once again - Blimey!

RATINGS

- BY: OCEAN
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: WAR SIM
- CART SIZE: 2 MEG

GRAPHICS — 89

◆ Small but perfectly-formed renditions of the Super NES version. Special camouflage border on the Super Game Boy.

SOUND — 82

◆ Not dead fab but then again it is only a Game Boy.

PLAYABILITY — 90

◆Tricky at first but rewarding. Lots to pick up and shoot at.

LASTABILITY — 88

◆ Bags of missions and tough from the word go. Password system should see you through it.

OVERALL — 89

A great little version of a politically questionable but classic game. I doubt Iraquis will find much pleasure in it, though.

Follow the **NINTENDO** code.

The rules of the road have just been torn up and rewritten. Stunt Race FX takes the race game, speeds it up and bashes it about. No other cars look like this or drive like this. With four different viewpoints you can get behind, on top, or in front of the wheel. Or even outside the car. Whichever way you look at it, with the FX chip the action moves a damn sight quicker. Race against yourself, the computer or, with the split screen option, against a mate – loggerhead to loggerhead. With four vehicles, twelve courses and 3D graphics you'll have to go a long way to beat it.

Out on SNES. Price £49.99.

Nintendo®

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

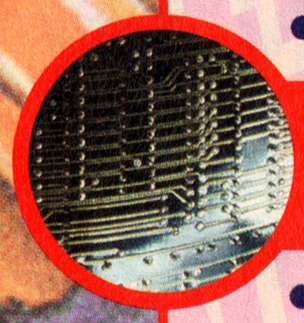
BUBSY

CART SPEC

- **BY:** ACCOLADE
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG

FEATURES

- **PLAYERS:** 1/2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Yep
- **OPTIONS:** Alter game type



GAME INFO

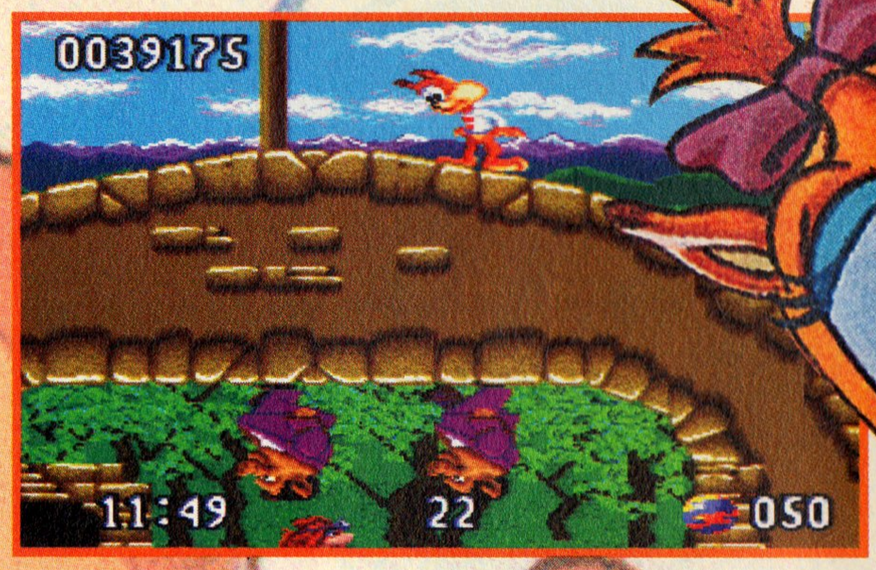
- **GAME ORIGIN:** What? You never heard of Bubsy the Bobcat!!
- **GAME DIFFICULTY:** Moderate
- **1ST DAY SCORE:** Played it lots!
- **ALTERNATIVES:** Bubsy 1 and the million other platformers.

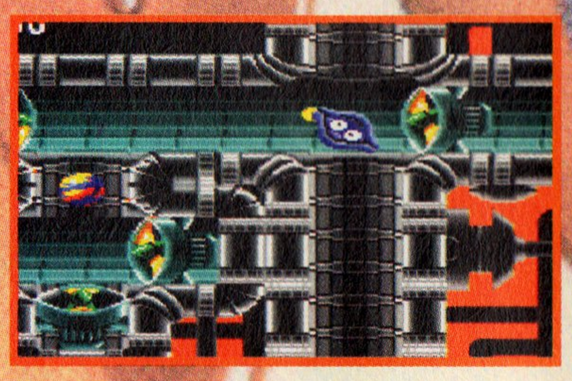
CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Okay

X	Change item.	A	Use selected item.
Y	Glide.	B	Jump.
L/R	L: Look left. R: Look right.		
S	START: Pause game. SELECT: Nothing.		

Bubsy has taken his sister's kids off to the Amazatorium - an incredible reality museum where the exhibits are so real it's hard to believe they're simulated - which, in fact, they're not! You see, the evil Oinker P Spamm has, at the centre of the Amazatorium, the W.O.M.P.U.M machine, invented by his sidekick Virgil Reality (Geddit!), and it's stealing all the world's history. Which is nearly as desperate a situation as the fact that Bubsy's niece and nephew are lost in the wicked contraption. Oh quelle damage! Anyway, rescue his rascally relatives he must, so off he scampers across a series of theme locations stopping only to cough up the occasional furball and lick himself in that disgusting way cats do. Probably...





COMMENT

Despite his new-found skills and accessories, Accolade's loudmouth feline handles in the same, detached fashion as ever before. Also the characters and locations devised for the Amazatorium are no more inspired than those images found on a crappy fanzine recovered from some obscure hippy festival; they're abstract, but not very funny. Bubsy is still about four lives short of being a really cool cat, though this sequel is a marked improvement over the original. Tuning into this freaky wavelength might work for some, but don't expect to hear or see class.

PAUL

A GAME OF CAT AND ARMADILLO

If Bubsy's incessant nephew and niece-searching activities prove a little wearing, relief is at hand. Bubsy II has a couple of hidden sub-games just dying to be found. Frogapault has players spanging multi-coloured frogs onto moving platforms through hoops, just like in the dodgy fairground game where the prize is a cuddly banana, or someting. A rather unsound one is where the object is to guide an unfortunate Armadillo through the engine of a giant truck, ensuring its safe deposit between the truck's wheels and not under them - although it's a lot more funny to watch it getting squished!

42

(LEFT) Oinker P Spamm climbs into an implausible cat-torturing device and set about electrocuting Bubsy. The trotter!

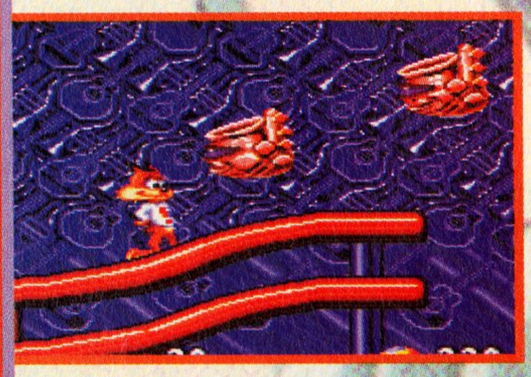
COMMENT

ANDY

It seems Accolade have listened to their critics and Bubsy II has a list of improvements. The game is now bigger and more challenging without being annoying thanks to Bubsy's increased life expectancy. There's a couple of two-player options too with players having the choice of competition or co-operation, which is always a bonus in any game. There is a nice variety in game-styles with Bubsy taking to the skies one minute and donning a diving helmet the next. Sounds great, eh? Well, not quite - all these enhancements do is make a fairly average game that is most notable for being better than the last one. Not bad, but Bubsy II is unlikely to set your world on fire.

YOU ONLY LIVE THRICE

Remember those great bits in the first game where Bubsy used to run into one of the many bad things or fall off an unseen cliff and die instantly in a "hilarious" manner? Great weren't they? Alas, Accolade have paid scant attention to their customers' agonised screams and have decided to give Bubsy a new total of three hits so that he doesn't die first time. Or indeed the second. Doh! Why do they do that? Personally, I used to love dying needlessly because Bubsy was too fast for his own good and have to start all over again. Then again, maybe I didn't.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY			■	
WEEK		■		
MONTH				
YEAR				

PRESENTATION — 80

▲ Plenty of one and two-player options to tweak.

▼ Boring intro does jack-nowt to tell you about the story of the game thouhj

GRAPHICS — 81

▲ Colourful, varied and large.

▼ Animation is a bit slow and jerky sometimes.

SOUND — 82

▲ Plinky tunes and even more speech samples than ever...

▼ ...Which are as annoying now as they ever were!

PLAYABILITY — 84

▲ Bub is as controllable as ever, has several weapons and now has three hits instead of one.

▼ It's a bit jerky in places.

LASTABILITY — 84

▲ Several floors and two wings of action. The levels are long and non-linear. Two-player modes are a goodie.

OVERALL — 82

It's long, fairly challenging, has different styles of gameplay, several two-player options and it's a sight better than the last effort. Nuff said?

IN PROGRESS

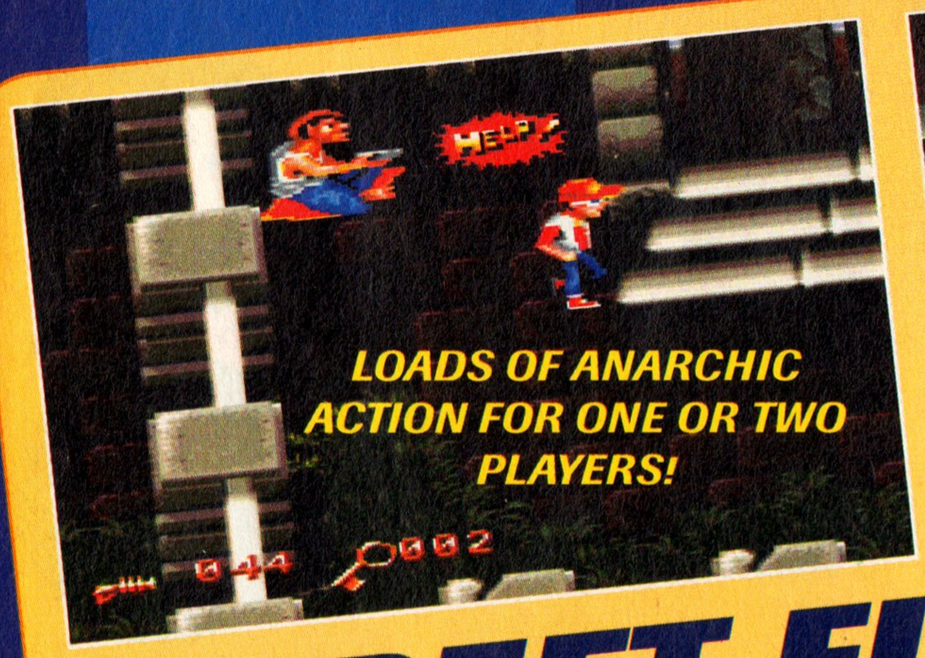
SUPER NINTENDO ENTERTAINMENT SYSTEM

GHOUL PATROL

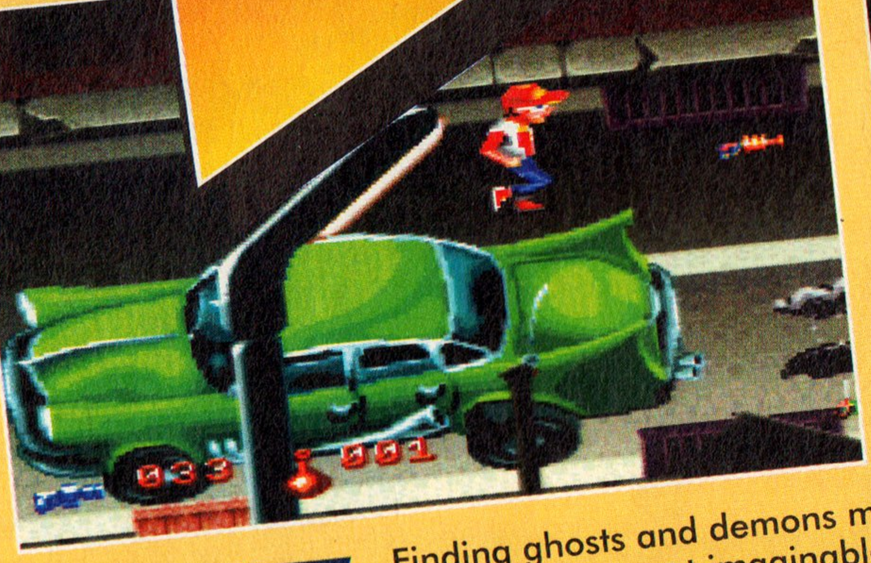
Ghoul Patrol - brrrr - the very mention of its name sends shivers down the spine. JVC, who are handling this sequel to Zombies with one hand whilst clutching a crucifix in the other, exposed a terrified NMS team to an exclusive preview.

Like Zombies Ghoul Patrol benefits from using the timeless black humour of pulp horror fiction and marks the return of teenage Freak-Finder Generals Zeke and Julie. Still buzzing from their victory over Dr Tongue, the kids think their troubles are over. They're not...

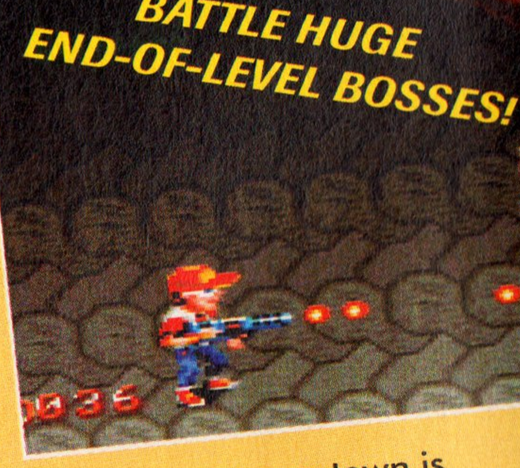
SAVE THE CIVILIANS!
Zeke and Julie must race against evil to rescue the innocent civilians from their dead-infested homes!



LOADS OF ANARCHIC ACTION FOR ONE OR TWO PLAYERS!



BATTLE HUGE END-OF-LEVEL BOSSES!



STREET FIGHT

Finding ghosts and demons marauding your home town is probably the worst imaginable scenario of all. A heavily-armed robot stalks Zeke and Julie on the roof of a sky scraper.

BACK DOOR!
Once all the people have been saved Zeke must race to the exit. There's no time limit so collect items as you go!

MOTLEY CREW!
Defeat the end-of-level guardian and get a chance to meet all of the citizens again!

SPINE-CHILLING SEQU

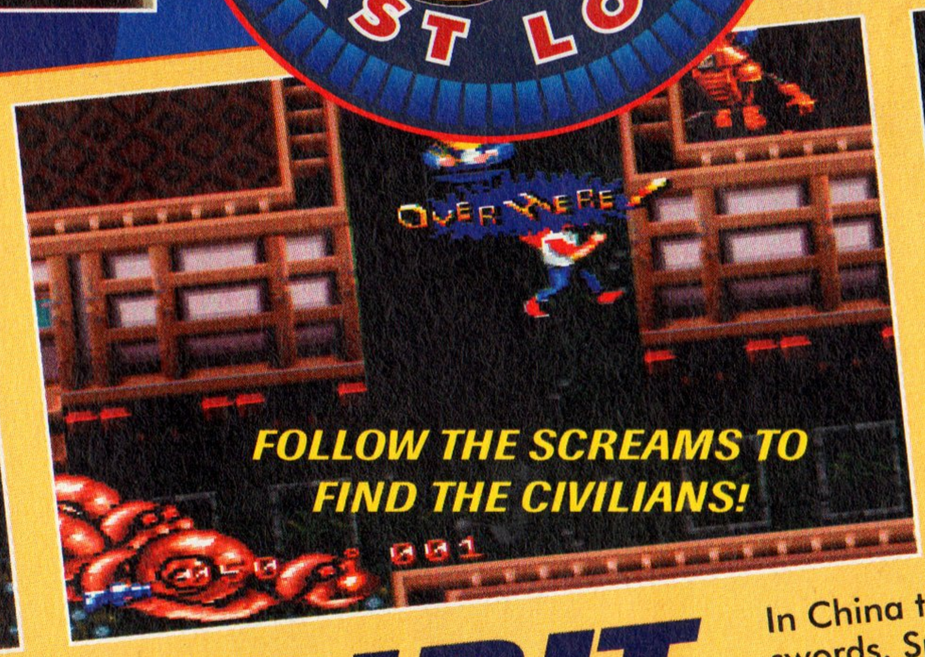
SUPER NINTENDO ENTERTAINMENT SYSTEM

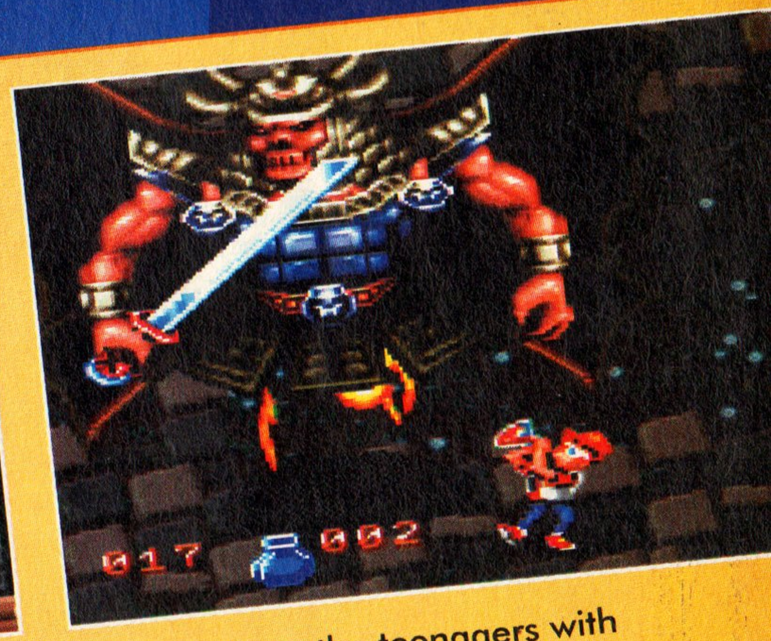
IN PROGRESS

SOUL EDGE

ALL THE KING'S MEN!
Stage four is set in the Medieval era. Zeke and Julie find themselves marching through castles and dungeons to locate knights and knaves before the zealous zombies.

EXCLUSIVE FIRST LOOK





SAMURAI SPIRIT

In China the undead chase the teenagers with swords. Spectral monks pursue the kids all the way to a confrontation with a ghostly Samurai.

IN THE EYE!
Pick up weapons like plasma guns and water pistols and use them to destroy all monsters! Be warned! All weapons have limited ammo so don't waste any!

EL TO A MONSTER HIT!

IN PROGRESS

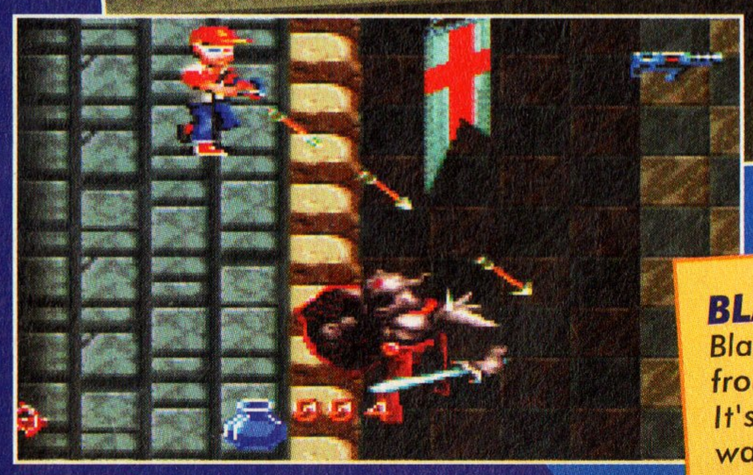
SUPER NINTENDO ENTERTAINMENT SYSTEM

GHOUL PATROL

SAVE ME!
Pirate hordes besiege Zeke from all directions. Blast them with everything you have!

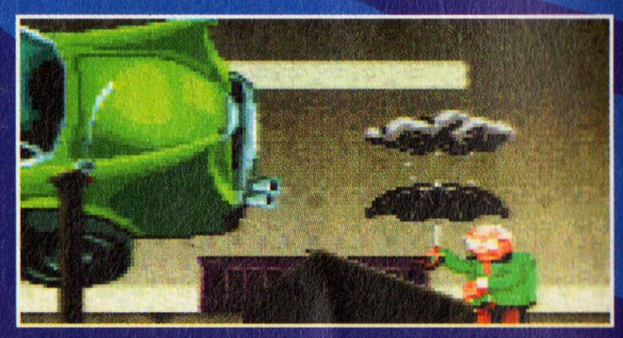
THE BIG PICTURE 1
This is only a small part of level two from the first stage. Zeke must run through zombie infested streets and into shops to find the distressed shoppers.

SAVE ME!



BLACKOUT!
Blast the Black knights from the battlements. It's a lot easier this way!

THE BIG PICTURE 2
Plenty of items and citizens await collection on the opposite side of this road. Unfortunately Zeke must contend with the 'Christine' cars that race up and down with no reagrd for pedestrians!



LEAD THE WAY

Follow the direction of the exit signs to progress to the next level.

THIS WAY!

GLAD TO BE GRIM!

Something that helps a great deal in the original Zombies game is the availability of potions more potent than Extra-Bite Sprite. Where once the kids transformed into a Purple People Eater after consuming the dodgy chemical concentrates, they now become the image of death personified - the GRIM REAPER!

THE BIG PICTURE 3

Crates and cupboards can be opened to reveal a secret surprise! You could be lucky and find weapons, food to replace lost energy, power potions or if unlucky, a purple people eater that attacks on sight!

OO-A-ARGHH!

After-life on the ocean waves takes a nasty turn and focuses its attention on Zeke and Julie! A Pirate Phantasm slings his hook - at the kids!

THE BIG PICTURE 4

Just like Zombies, Zeke can only open doors with the golden keys that can be found lying around the levels.

SIX TO GO!

check out the Victim-o-meter to find out how many more people to save.

OVER HERE!

COMING SOON! THE GHOULISHLY EXCLUSIVE REVIEW!

Don't miss the NMS Ghoul Patrol review coming DEAD soon.

Q&A: READER SYSTEM

GAME RELEASE
WHAT TO BUY
NEW TECHNOLOGY

Gone he most certainly is, but thankfully, forgotten he ain't. I mean, d'you really think we'd let Tim vanish without trace? Crikey no! He knows too much, he must not escape, he will never leave NMS, never you hear!!! Ahahahahaha! Ha! No, we will damn him to question-answering limbo where he will sit in a dank, kipper-smelling room where he will answer questions about the lack of turbo stars in Super SF2 forever - no-one gets out of here alive. Anyway, if you have any questions you'd like to pose to our captive game guru write to: LEEVING SO SOON MEESTER BOONE? Q&A, NMS, PRIORY COURT 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ANY OLD HEADLINE WILL DO

Dear Tim,
Please answer my questions.
1. Is T2 the platform game any good?
2. I've got SF2 Turbo. Is it worth getting Tournament Fighter?
3. Is Cool Spot worth getting?
4. What game should I get next? I've got Ultraman, Paperboy 2, Super Wrestle Mania, Super Ghouls and Ghosts, Mario Kart, Buster Busts Loose, Mario World, Mario All Stars, SF2 Turbo, Starwing and Star Wars.
5. Everybody says StarWing is fast. It's not.
6. I like Kirby. Are there any Super NES Kirby games coming out?
7. Is Super Double Dragon any good?
8. Shall I get Plok?
Thanks for your time.
IAN GRAY, Bishop's Cleeve (Wherever that is)

TIM: 1. It stinks. Not just the odd whiff, but a full 24-hour pong.
2. If you're a fighting fan, I reckon you're better off getting Super SF.
3. No. In my opinion it's vastly overrated.
4. Get Stunt Race as soon as you can. If you can't wait, get Metroid now!
5. Thank you, Professor Einstein.
6. Kirby's T-Shot's on the way, and I still live in hope that Kirby's Dreamland will appear.
7. Not really.
8. Paul and Andy swear by it and that's high enough recommendation for me.

MORE FX TRAX FAX

Dear Tim
Please please please please please please please answer my questions as I am bursting to know the answers.
1. My mate says there is a warp tunnel on StarWing. Is this true?
2. Will FX Trax be any good?
3. Is Darkwing Duck any good for the Game Boy?
4. I have Zelda for the Game Boy. I was playing once and my Game Boy's screen went blank. I switched it off and then on and all my progress had been erased.
Why is this?
Chris malone, Manchester

TIM: 1. Yes.
2. FX Trax, StuntRace FX, Wildtrax, call it whatever you like - it's brilliant.
3. Indeed it is. Capcom turned in a top job with this one, both on Game Boy and NES, and if you think you're going to like it I can guarantee that you will.
4. Hmm. If you open the back of your Game Boy you'll find four rather heavy metal things with shiny tops. From time to time you have to pull them out and endure the time-consuming task of replacing them. They're called BATTERIES, they're essential to continued play and thankfully they can be bought from any shop in the Real World...

MARIO MANIA

Dear Tim
Please could you answer my questions.
1. Would it be possible to put more articles about Mario games for the Super NES in NMS? I'm a Mario maniac!
2. Could you tell me the top five Mario games for the Super NES?
3. Is Mario Kart any good?
4. Are the following games any good: Mario's Time Machine and Mario Is Missing?
Thank you for answering my questions.
Ross Jones, North Wales

TIM: 1. Flippin' heck! What do you think we've been doing in NMS all this time? Features about artichokes?
2. Mario Kart, Mario World, Mario All-Stars, Stunt Race (well, Mario's mug's in it!) and Yoshi's Cookie - probably in that order. Forget Mario Is Missing, Mario's Time Machine and all that guff.
3. See answer 2.
4. I said see answer 2!

HOTLINE HOPEFUL

Dear Tim,
Please answer my questions.
1. When will we have any information on any further Mario releases?
2. How can I even start trying to become a Hotliner for Nintendo?
3. How many letters do you and SEAL receive every week?
4. Is it worth buying an American Super NES for use in England if I am only going to buy American cartridges?
5. Is Tuff E Nuff all it's been cracked up to be?
6. Do you think you would be able to thrash me at any two-player game?
Cevin Turner, Leicester
PS If your answer to question 6 is Yes, I think you are wrong.

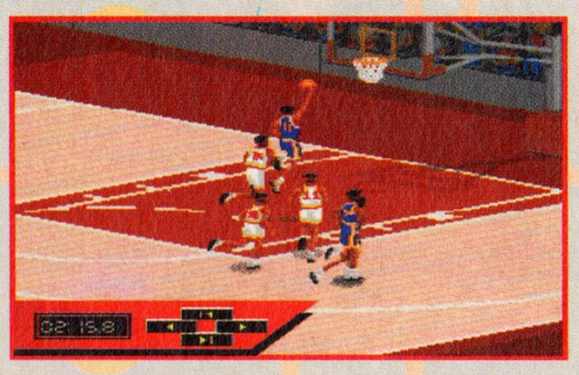
TIM: 1. As soon as it pleases us to reveal it, you young scroat.
2. Well, for a start they're based at Nintendo's HQ2 in Eastleigh, Hampshire - so you'd have to be prepared to move if you got the job. The first thing you have to be is bonkers about games and very good at them. Forget it if you're not, because

competition is tough. Next you have to be smart, pleasant and a good talker. Next you have to be clever enough to find out Nintendo's full Eastleigh address based on what I've just told you. When you've done that, you need to send your CV and a nice letter to a lady called Jayne Shipperley at that address. If you've got promise, you'll be invited down for an interview. Get through that and a new life as an international jet-setting superstar could await you...
3. About ten thousand, give or take the odd five.
4. Why only buy American carts? Sorry, I fail to see the logic.
5. It was when it was. It's not now.
6. With ease.
PS. It is you who is wrong and I shall truly thrash thee.

GET TO THE POINT

Dear Tim,
First of all I would like to congratulate you all for consistently producing a thoroughly enjoyable and brilliant mag, unlike some other lower mags who put rubbish "free" gifts on the cover to tempt you to buy them. Anyway, I own a Super NES and have got some questions to ask you:
1. I have had my Super NES since Christmas and the only platform game I have got is Mario All-Stars. Please could you give me your top five platform games, excluding Mario All-Stars.
2. Which is the best sports game on the Super NES apart from NBA Jam, Striker and the EA Hockey series?
3. Which beat 'em up will be best when it comes out onto the Super NES: Mortal Kombat 2 or Super Streetfighter Turbo?
4. If you had £250 what four games would you buy?
Mark Gilbert, London N13

TIM: 1. Metroid, Mario World, Super Ghouls 'N' Ghosts, Castlevania IV, Plok, Super Probotector, Earthworm Jim, Sparkster, Super Star Wars, Return of the Jedi, stop me when I start boring you.
2. FIFA, World Cup USA '94, John Madden '94 and the upcoming NBA Live 95.



3. Mortal Kombat 2 for me.
4. Good question. The games I'd want to buy right now are Stunt race FX, Mortal Kombat 2, Super Metroid, Ghoul Patrol.

DUH!

Dear Tim,
I will be grateful if you answer my questions.
1. On the front of your last issue it says Incredible Street Fighter 3 news. I have been sitting in front of your mag for hours now and can't seem to find it. What page is it on?
2. Will any other games using the FX chip come out?
3. When will Donkey Kong Country come out?
4. When will Pitfall be released and is it any good?
Murtaza Khan, Fulham, London

TIM:1. Hmm, now let me think. First I'd opening the mag instead of sitting in front of it. Then I might venture as far as the news section. Perhaps the bit with the Street Fighter stories on it. Then, if I was really clever, I might notice the story about the SF movie stars being digitised for an all new SF game. Sheesh! What a dummy!
2. Vortex and Powerslide both use it. Starwing 2 most certainly will.
3. UK and Worldwide releases for DK Country are within days of each other. December 2 in the UK to be more precise.
4. November apparently and it's looking cool.

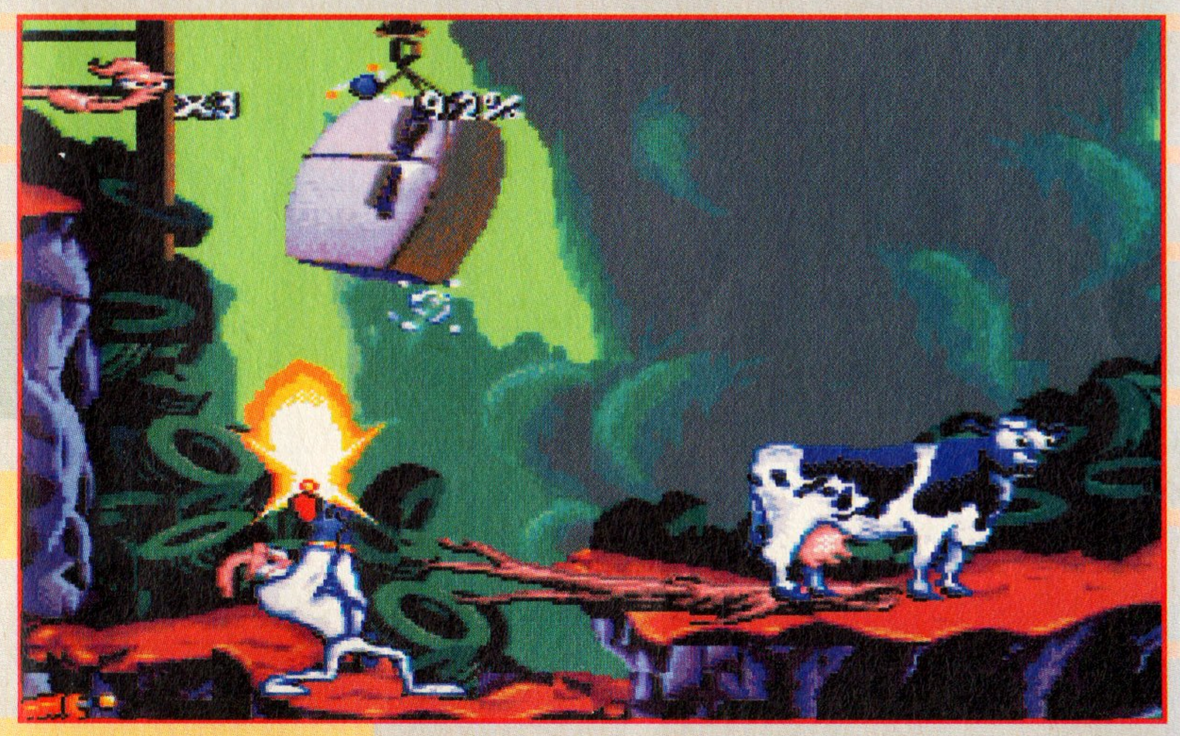
PHEW, LAST ONE

Dear Tim,
Please could you answer the following questions:
1. Is Marko's Magic Football coming out, if so, when?
2. When is Tiny Toons Wacky Sports coming out?
3. Please list in order which games you think are the best. Animaniacs, Street Racer, Mickey Mania, Jungle book, Batman Animated Series.
4. What game should I get next?
Ben Maxwell, Southend on Sea

TIM:1. Marko's footy is due out before crimbo.
2. Before chrimbo.
3. It would be unfair to rate most of these games as they haven't yet been reviewed but they're all pretty good.

4. Try Metroid or Stuntrace FX.

There you go. There'll be more question answering next month, but don't fret if your question isn't one of the ones we print - it just means Tim hasn't got round to opening it yet. Well it's pretty tough reaching the mailbag when you're malnouished and chained to an uncomfortable office chair. Don't woory though, he'll get to iot eventually - he ain't going nowhere!!



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NIN MAG 10

SEAL'S MAILBAG® Mailbag®

You know readers, I get a warm feeling sometimes. Especially when I open my sack-of-no-return and rip a letter out only to find it's some turkey harping on about SF2. It is then, friends, that the warm feeling rises up within me and spills out all over the reader in question! However, puke-sodden readers aside, at least the Kirby Kampaign is in full swing, keep lobbying your local pencil-necked parliamentarians, and on the off-chance you think of anything interesting to write about, don't forget to send it off to:SEALLY-BOY THOU VILE AND STINKY VAT OF GLOBBY CHIP OIL MAILBAG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And remember folks - be good to your parents - they've been good to you!

SAD. OFFICIAL!

Dear SEAL

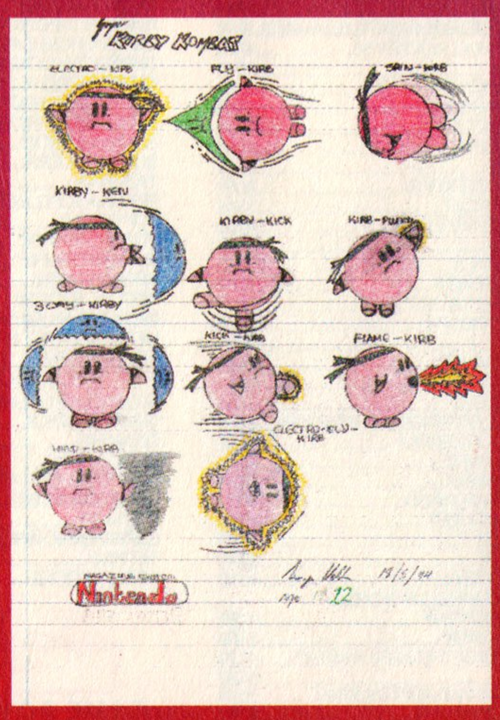
I have been getting NMS for sometime now and every month some sad person writes in to say how much they love Kirby, and in issue 22 Kyle Harding said Kirby should be Prime Minister! Dream on! In case you haven't noticed I HATE KIRBY! I think he should be shot and cut up into tiny little pieces. I blame Kirby for all the war that is going on - so if you kill him the world will be at peace.

PS. If you do not print this letter I will walk down to NMS HQ and tear off your flippers and use them to hit the crew of NMS across the face.

PPS. I think that John Major has got more friends than you. I hope that bruiser from issue 22 knocks your head off. Long live the baboons!!!

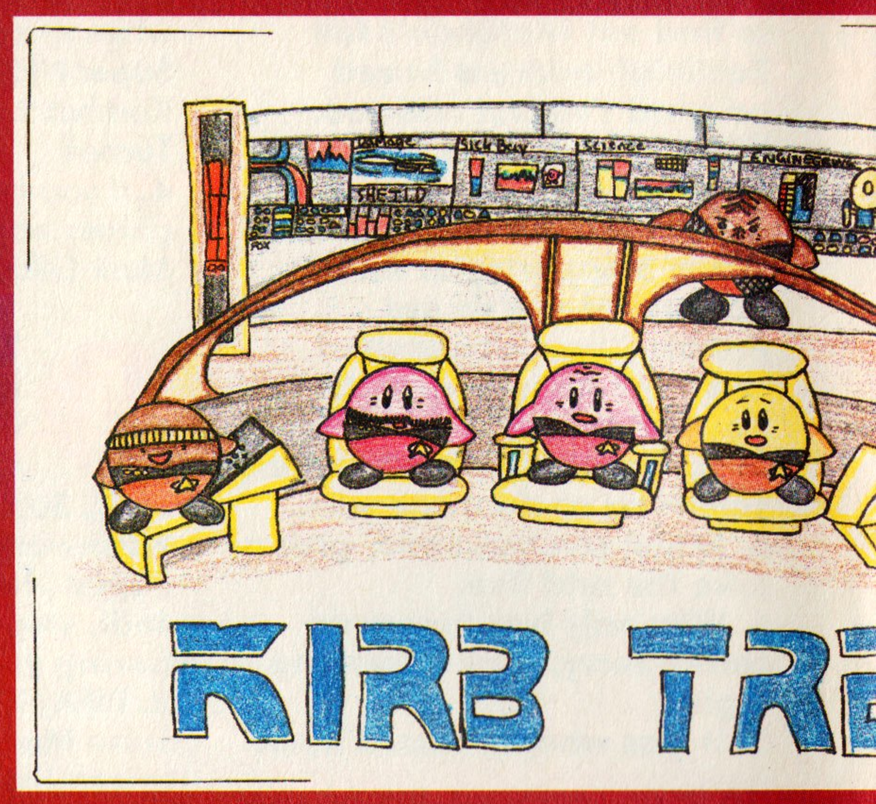
Scott Walker, Inverness, Scotland

SEAL:Big talk for a Baboon. What a pity you neglected to leave your address off the letter. You see Paul doesn't take kindly to this sort of talk and was last seen, happy stick in hand, boarding the overnighter from Kings Cross. Better watch your back matey! Did you also know that you are named after a great singer from the six-



(ABOVE)*A totally Kirbular effort from Tim Welsh. The wind kirb move is just for you, Scotty-boy!*

ties who was fancied by millions of adoring teenage girls? Well, no harm in dreaming I suppose...



(ABOVE) *Look! It's Kirb Trek and there's Captain James T Kirb. All from the mighty crayon of Mathew Foulger. Just one question though - why are they all wearing little bras?!?*

TROUBLED DUTCH

Dear SEAL

First I want to congratulate you with the best Nintendo mag. All the Dutch ones are crap, and NMS is better than the US ones too. There are just a few things I do not agree with.

I have noticed that you do not know the difference between a bit and a byte. In the last SEAL's mailbag Tekin Suleyman said that a CD has 650 megabits of memory. A CD has 680 megaBYTES of memory which is a lot more. You could fit Super Street fighter 170 times on one CD. The point Tekin made was a very good one - it points out what is crap about PC games too - fancy graphics and sound, but crap gameplay. There are limits to how bad graphics and sound can be. Super Mario got over 90% for sound and gameplay. The graphics are really bad and the music makes me throw up. There are a lot of bugs in it too. The gameplay is good but not excellent. I think it has such a high rating because NMS is the official Nintendo magazine.

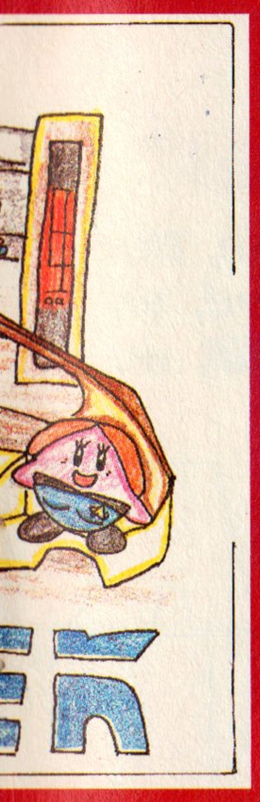
On the other hand nearly all Konami games are rated too low. Gradius III is excellent and got 71% - it should have got over 90%.

Sean Young, Holland

(ABOVE) *Your three fave SF2 characters surgically grafted together - all courtesy of Guy Blankhart. Eeuurgh!*

SEAL:Impudent dolt! Do you really presume to challenge the finely-honed NMS ratings system? Super Mario World is

superb in every department and scored just as highly in every other magazine - in the world probably. As for Gradius III, it's a good game and got all it deserved but pales significantly when compared to Konami's far superior Parodius. As for the rest of your letter, you're correct, but, when you think about it, does it all really matter in the grand scheme of things? Try to get out a bit more often. Please.

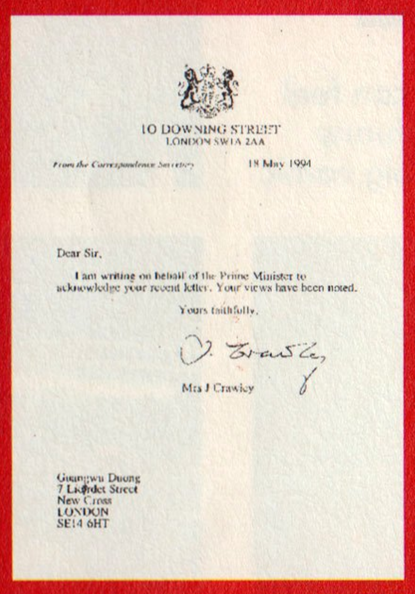


BEAT ME UP SCOTTY

Dear SEAL
We have your mum and might kill her.
See you then.
Leonard Nimoy, USS Enterprise
SEAL:Hah! Do you not realise that I am nothing more than a figment in the NMS collective imagination. A manifestation, if you will, of the cosmic gaming consciousness. Besides which, we've got your Dad. We found him down the docks talking to sailors!

MAJOR HASSLE

Dear SEAL
I have wrote to John Major about Kirby statues. Here is my letter, and the reply too:



10 DOWNING STREET
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From the Correspondence Secretary 18 May 1994

Dear Sir,

I am writing on behalf of the Prime Minister to acknowledge your recent letter. Your views have been noted.

Yours faithfully,

Mrs J Crawley

Guangwu Duong
7 Lickfold Street
New Cross
LONDON
SE14 6HT

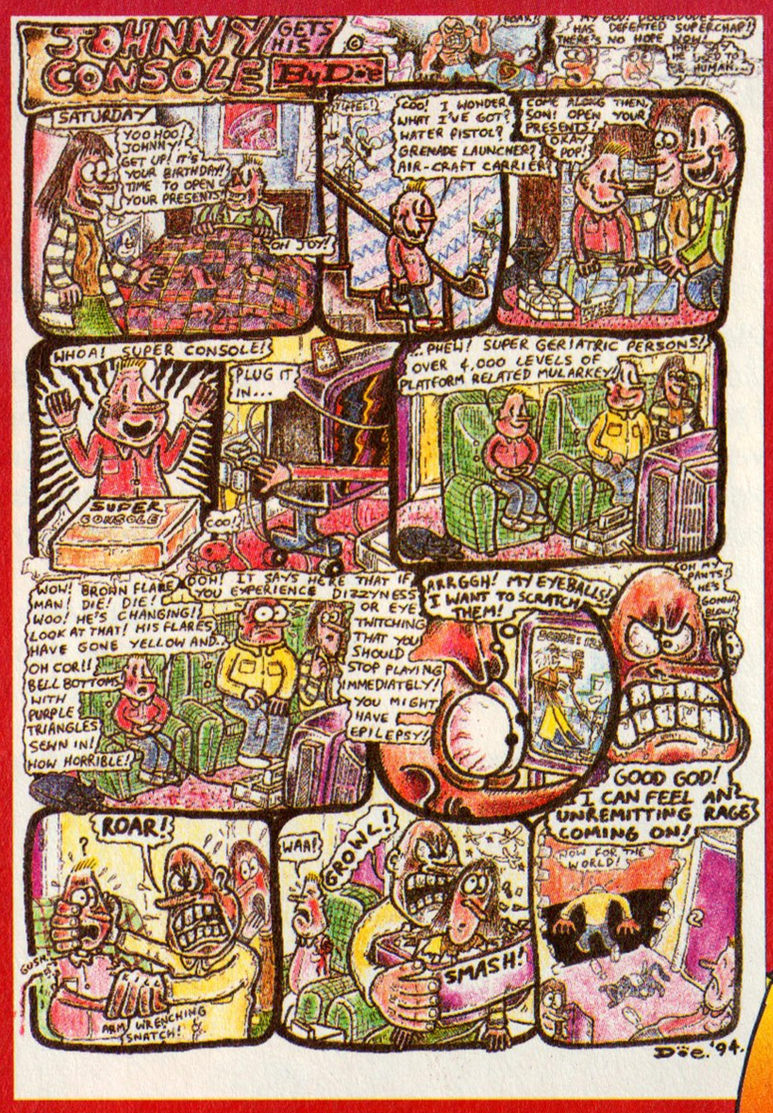
Dear Sir John Major,

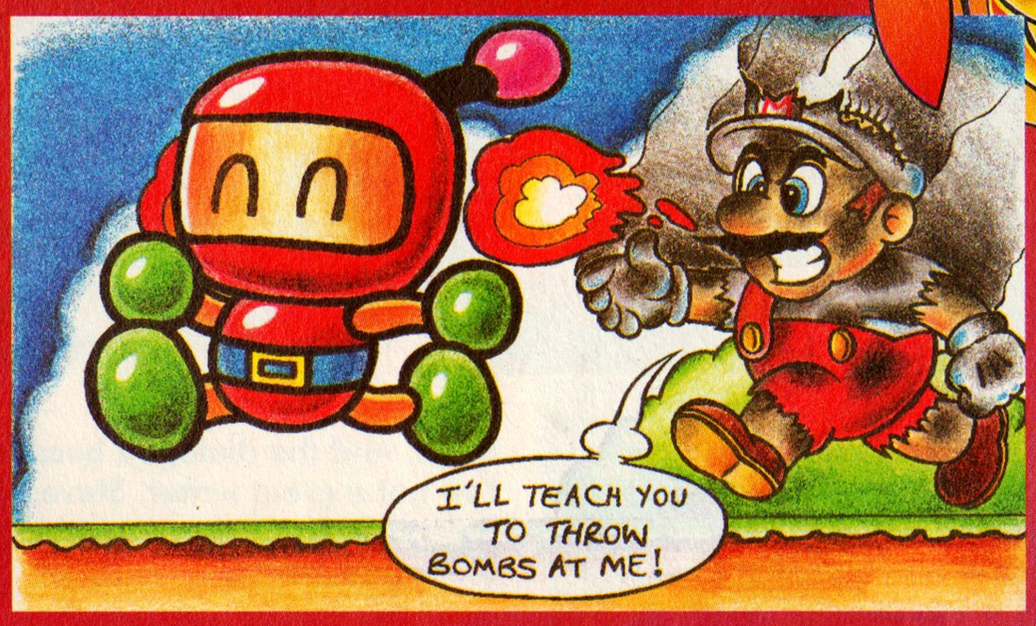
Why don't you put out some Kirby statues? You and your governments have plenty of cash so why don't you spend some on Kirby statues? Kirby is the coolest and cutest video game character of all time. I'll promise you if you put out Kirby statues most of the NMS fans will say thank you a 1000 times each. Please write back as soon as possible.
Yours sincerely
Guangwu Duong
PS Please John Major write back.
Guangwu Duong, New cross, London
SEAL:It is indeed time that the fearless exploits of Kirby were recognised on a national level. Let us all take up our pens and besiege the pencil neck bureaucrats at Whitehall, lobby our municipal councils and just generally hassle our local MPs until we have won the day, comrades, and a statue of Kirby graces every town square across this great kingdom of ours. We can do it brothers and sisters. Together we can do it!!!
Has he gone yet?

PEACE OFF

Dear SEAL
Do you ever get that feeling of Deja Vu?
It all started while I was playing on my mate's Atari Jaguar. The game was tempest 2000 and he remarked on the speedy techno vibes resonating from his stereo speakers. "Much better than your Super NES," he commented. "Oh," I interjected, "But my Super NES has loads of super games and..." I paused to emphasise my sarcastic point, "a life!"
That shut him up.
Funny really, but it reminded me of a time when my friends used to square up to each other in school over which was better - the smegadrive or the snessy.
Anyway, the point is that it's not those violent games that make kids want to beat each other up - it's the make of consoles they own. My solution is for all the console manufacturers to join together and build a universal super console and just have software houses produce games for that. That way there would be no more "consoles breed violence" malarkey in the press and the manufacturers would be happy, having an even bigger monopoly on the industry. Oh, and there would be no more busting of heads in the playground over pointless arguments.
Paddington (bear), Darkest Peru
SEAL:'Yes indeed,' I mused, 'what if everybody were to drive the same make of car, wear the same clothes, eat the same food, PLAY THE SAME CONSOLE GAMES there would surely be World Peace.' Would there sludge! Rot my whiskers, what a plankton! Trip Hawkins is trying to unite the world's software publishers with his 3DO machine and finding it difficult. It's doubtful there'll ever be one console format because this would put an end to so much healthy competition and the need to improve on what already exists. Remember the MSX? Exactly!

(BELOW) *This is ace and, hey, like it teaches us all a pretty important lesson about the dangers of video gaming - Never, under any circumstances, let your dad have a go! Thanks to Doe. More please...*


JOHNNY GETS HIS CONSOLE
By Doe
SATURDAY
YOO HOO! JOHNNY! GET UP! IT'S YOUR BIRTHDAY! TIME TO OPEN YOUR PRESENTS!
OH JOY!
COO! I WONDER WHAT I'VE GOT? WATER PISTOL? GRENADE LAUNCHER? AIR-CRAFT CARRIER?
COME ALONG THEN SON! OPEN YOUR PRESENTS!
OKAY POP!
HAS THERE'S NO HOPE NOW
DEFEATED SUPERCHAP!
WHOA! SUPER CONSOLE!
PLUG IT IN...
SUPER CONSOLE
COOL!
...PHEW! SUPER GERIATRIC PERSONS! OVER 4,000 LEVELS OF PLATFORM RELATED MULARKEY!
WOW! BROWN FLARE MAN! DIE! DIE! WOO! HE'S CHANGING! LOOK AT THAT! HIS FLARES HAVE GONE YELLOW AND..
OH COR!! BELL BOTTOMS WITH PURPLE TRIANGLES SEWN IN! HOW HORRIBLE!
OOH! IT SAYS HERE THAT IF YOU EXPERIENCE DIZZYNESS OR EYE TWITCHING THAT YOU SHOULD STOP PLAYING IMMEDIATELY! YOU MIGHT HAVE EPILEPSY!
ARRGGH! MY EYEBALLS! I WANT TO SCRATCH THEM!
OH MY PANTS HE'S GONNA BLOW!
ROAR!
GUSH...
ARM WRENCHING SNATCH!
WAA!
GROWL!
SMASH!
GOOD GOD! I CAN FEEL AN UNREMITTING RAGE COMING ON!
NOW FOR THE WORLD!
Doe.'94.



(ABOVE) *Chuff me! What's going on? All the Mailbag pictures are good this month! Hats off to Simon Walmesley who's from Kenilworth - although we shouldn't hold that against him.*

MYSTIC SEAL

Tremble feeble mortals! Cringe all ye crap letter-writers, for the Mystic SEAL has returned from the place where the mythical mackerel swim. His mission: To banish sadness from the world and slap a decaying hake in the face of the literary inept. Are you in here? You'd better hope your mates don't find out...

S Meadows of Audenshaw, Tameside. Anything involving collecting small children and taking them to the "holy ground" is not only politically unsound, but is liable to result in severe lynchings and/or lengthy prison terms. Seek help young man. Seek help soon...

Paul Hobson of Cheltenham thinks Norma Major is lush. The taste police have been alerted, although it may be too late in this tragic case.

James Scott of Worthing. Of course the tip works. Simply turning your machine on must cause you severe haemorrhaging. What a maroon!

Andrew Otty. I'd like to say how much we'll miss you and your friends - but I can't, so... Up your kilt, gnat-boy!!!

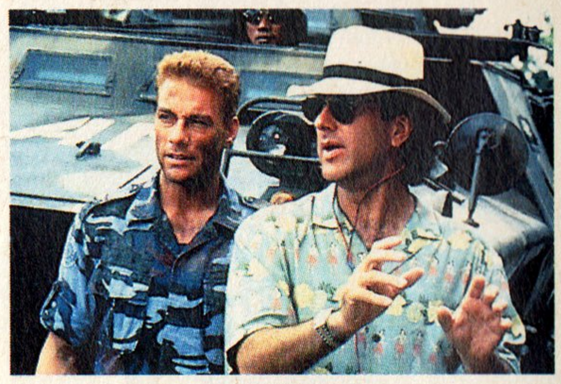
Adam Smas. We have passed your details on to the vice squad. Expect a knock any day. (Send the rest of the pics to the usual address)

And finally, to all you readers who insist on sending letters or artwork folded up about a million times - don't, it's crap and we won't print 'em. Do it again and I'll come round and punch your necks! You know who you are - and so do I!

Ninterrogation®

It's not what you know in this business - It's who you know. We here at NMS are definitely a knowing bunch. For instance we know a bloke who granted Australian NMS' editor, Mary Gillespie, EXCLUSIVE access to the Streetfighter movie set where she picked up on a hot bit of news regarding the new SF3 game and got the chance to hobnob with Jean Claude Van Damme! This is the interview in which he talked about himself, the movie, the new SF game, world peace, animals and, er, Michael Jackson being good with kids! Still, we won't hold that against him.

JEAN CLAU VAN DAM



NMS: You are very popular in action movies, what is it like to do an action movie based on a video game?

VAN DAMME: What I like about Streetfighter is the PG 13 rating. It's going to be a movie for kids - not one of my movies ever came out for children. That's why I've got such a huge video audience, because kids like to go rent the videos. So I like to have something opening about Christmas - it's very exciting.

NMS: Is it difficult to keep the action element without taking the violence over the PG 13 rating?

VAN DAMME: No. That's because violence, it's like you have some rules: you can throw people away, you can kill people. But depending which angle you show that - if you don't show blood and you don't show blowing the face - you can have the same type of feeling. For example, I'll go to another subject. If you start a love scene of a man and a woman entering a house together and you follow them with a camera and to the second level to the bedroom and it becomes dark and you don't see what's going on, everybody has a different fantasy. The same as a fight scene - if you don't see the actual action they know it hurt, and they know somebody's getting hurt, so it's the way we shoot it. It's just the way we shoot it!

NMS: And you're happy that the way it's been shot in this film is not going to encourage violence in kids?

VAN DAMME: You're always coming back to the same questions over and over. You talk about violence. Look at the news - in Bosnia, Rwanda - they're cutting people in pieces and those people don't see movies like Double Impact or Blood Sport - and they were shot in Africa. And things that they would want, human beings are destructing the planet no matter what. Before movies were existing Christopher Colombus killed the Indians, Julius Caesar put the Christians in the arena and Hitler killed the Jews, and that's before the movies were existing. So don't try to put violence only on movies because you and I are violent from nature and that's why it's going badly on Earth. Not because movies, it's easy to put blame on movies. People naturally are growing violent. We are killing animals, destructing the earth, the pollution, everything is happening because of us and we try to make excuses because movies are making us violent. No! The day we are born, people are violent. I believe human people should sometimes be called animals, and animals should be called people. That's my answer to violence. OK, and I'm part of it, OK? People like to fight and they like to talk to each other. Since the day we were born. That's not movies, that's people.

NMS: Do you think in this movie you have a responsibility to us not to demonstrate that you are good at martial arts but to show people that you are a good actor?

VAN DAMME: Yeah, I can feel different, I can be more funny about myself. It's like a big comic book. And the dialogue because I've got a great writer, Steven De Souza. So I'm trying something different.

I know all the techniques of Guile, so I will use those techniques and then the kids will go "that's Guile for sure".

NMS: Your character is essentially based on a video game character, did you find it difficult to give him depth?

VAN DAMME: No, funny! The streetfighter started as a video game but we made from the video game a movie. The movie has nothing to do with the video game but we are using other characters from the video game and we gave them life and death in the film, so it's different. But that's what is nice about it, we'll have such an audience because right now it's the biggest game on Earth, so it will be, I believe, a big opening. If the movie's good it will be a big success. But nobody knows if the movie's going to be good until the day it is cut together. That's another story.

NMS: What is your advice to the kids who now idolise you?

VAN DAMME: Do some sports. The reason because sports gives you health and mental power because you have to go every day or three times a week, you have to go through a course where you have to upgrade yourself. And that's what's nice about sports - it's like no religion.

JDE IME

Exclusive®

Why do kids love Arnold? I don't know. But they love Streetfighter for sure.

When I was doing Karate, it's a very poor sport because Tennis, at the time, cost too much money in Belgium. But when I was doing Karate, I was training with Asian people, black people, all colours. and when you do sports, you don't look at the faces anymore - you look at trying to win, not trying to lose and you create friendships between different people. You just talk about the sport and that's what makes it the best religion. When you look at the World Cup Football and you see all those guys fighting, I mean competing to be the best, and at the end they're all embracing each other - I think it's great!

NMS: How different is this film's action to your previous films given that this is based on a video game?

VAN DAMME: I'm creating some new moves, and those young men from Capcom came to shoot the moves and are going to put them in a video game. So that's kind of great, because you'll have the new process where you'll see my face on a video game - it will look real, and everything with 2000 colours. They have six people working for one game - Streetfighter number three and it will be a phenomena, and when I asked Capcom what it is, they kept it very secret they work very hard like that. But I'll have new moves and we'll see my face and maybe they'll put in more muscle. Because we have great actors here but they are missing some muscle on their arms, but they will add that with the video game, so it will be fun. so I'll do new moves and with those new moves they're gonna make something special with it. That's why we have to shoot in front of a blue screen, so they can then use the moves against different backgrounds like Thailand, Japan, USA.

NMS: You play Guile in the film, are you familiar with all his moves?

VAN DAMME: Oh yeah, I know all the techniques of Guile, so I will use those techniques and then the kids will go "that's Guile for sure". But I've got something special, so that when I win I like to brush my hair back. So I asked Steven (De Souza) when I will be fighting the bad guy in the end if I can do the brushing. He said to me yes you can.

NMS: In your opinion, why has Guile been so popular with kids?

VAN DAMME: You know kids. Why do kids love Michael Jackson? I don't know. I mean he's got something special with kids, you know, when he goes on stage. I've got a great audience with children, kids love me. Why do kids love Arnold? I don't know. But they love Streetfighter for sure.

NMS: Have you found your own martial arts training useful when it comes to getting Guile's moves down, including the new ones?

VAN DAMME: Absolutely!

NMS: Is there much danger of things going wrong during shooting, or is it safe?

VAN DAMME: No, it's very safe. All studio, nice stuff. We haven't started the final fight. We have lots of fights coming soon, so maybe it will be different. But I'm happy because I've just finished doing a movie, Time Cop- a sci-fi movie. It was great and I play a very mature guy so it's very different to Streetfighter. Streetfighter is kind of comical. So I'm happy I've got a movie like Time Cop, because the audience will respect the acting in that one. Lots of dialogue and great scenes - it's a love story with action. And then we have Streetfighter for kids - very funny, very fresh - a joie de vivre - a very happy movie, you know. And after then I'll do a Hockey picture and then the big one - the crunch - I will direct in a year.

NMS: Have you ever had the urge to move away from action films?

VAN DAMME: I don't know - I'm 33 and all those action stars are 40 something, so I've got plenty of years to think about it. I've got time, I mean I like to do action movies with a good story. My problem is when I started the movies were very low budget. I'm very lucky, I guess, now I can do big movies. It's nice because you can see the transformation.

NMS: Do you do all your stunts?

VAN DAMME: In this movie I do a lot myself. All the fight scenes I do myself because you can see the difference on the techniques. You shoot slow-motion.

NMS: Are any scenes so dangerous they insisted you use a stunt-double?

VAN DAMME: We have some cable stuff and I wanted to do the stunt but they would not permit because if something happens - injury, shoulder or something, they're stuck and it costs them a lot of money. And I have a great double - he looks like me from a distance. I was thinking of sending him for the interview but they told me it wouldn't work! **NMS**

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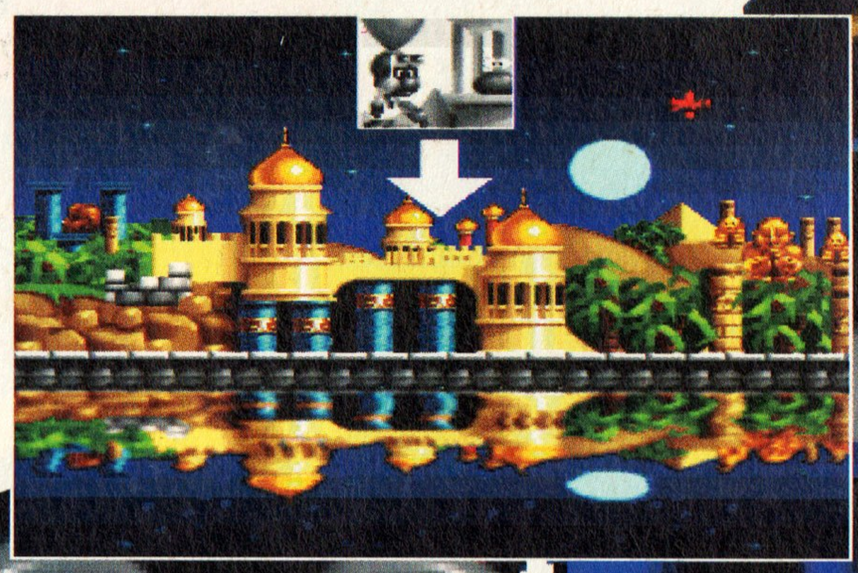
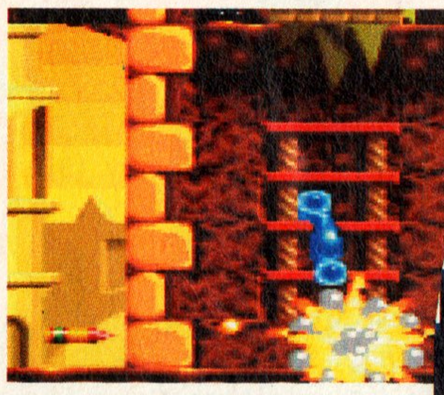
IN PROGRESS

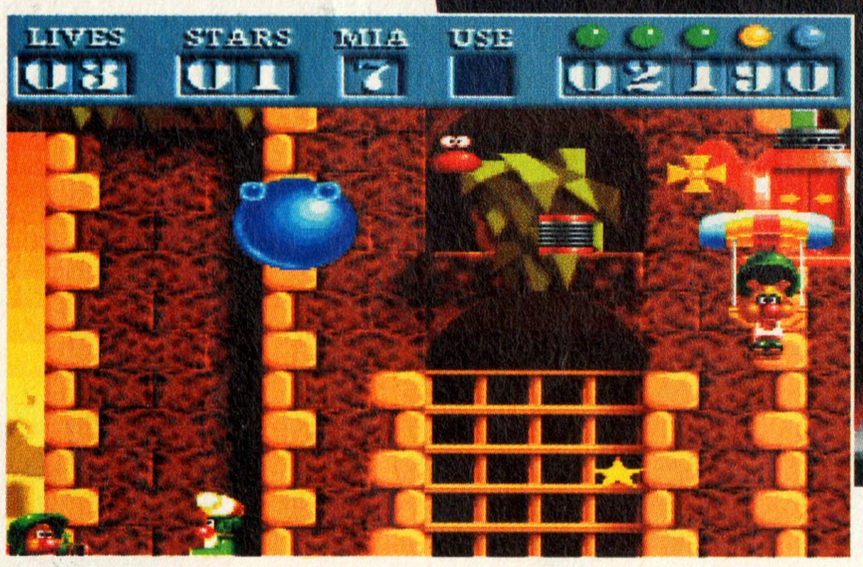
SUPER NINTENDO ENTERTAINMENT SYSTEM

Putty Squad has been knocking about on the PC for some time but now System 3 have decided to give it the Super NES treatment. Here's how it's scrubbing up.

The basic premise of Putty Squad is simple. The player takes control of Putty and goes in search of his malleable buddies who are 'missing in action', located somewhere on each level . When they've all been rescued from one level, Putty moves on to the next. But, as you'd be right to expect, the simplicity of the task only hides the chaos that our hero encounters everywhere he goes.
Putty Squad is a platform game that makes the most of pick-ups, many of them enabling the structurally-disadvantaged daredevil to get the upper hand on his enemies. If things get too tough he can always get self-inflated and drift to platforms new in safety.
The screen shots make it clear that graphically this is second to none, and the programmers have paid special attention to techniques like blurring the backgrounds to create a greater sense of depth. Look out for a well moulded review in the near future.

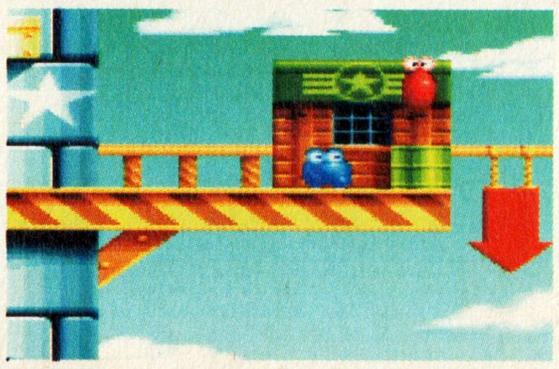




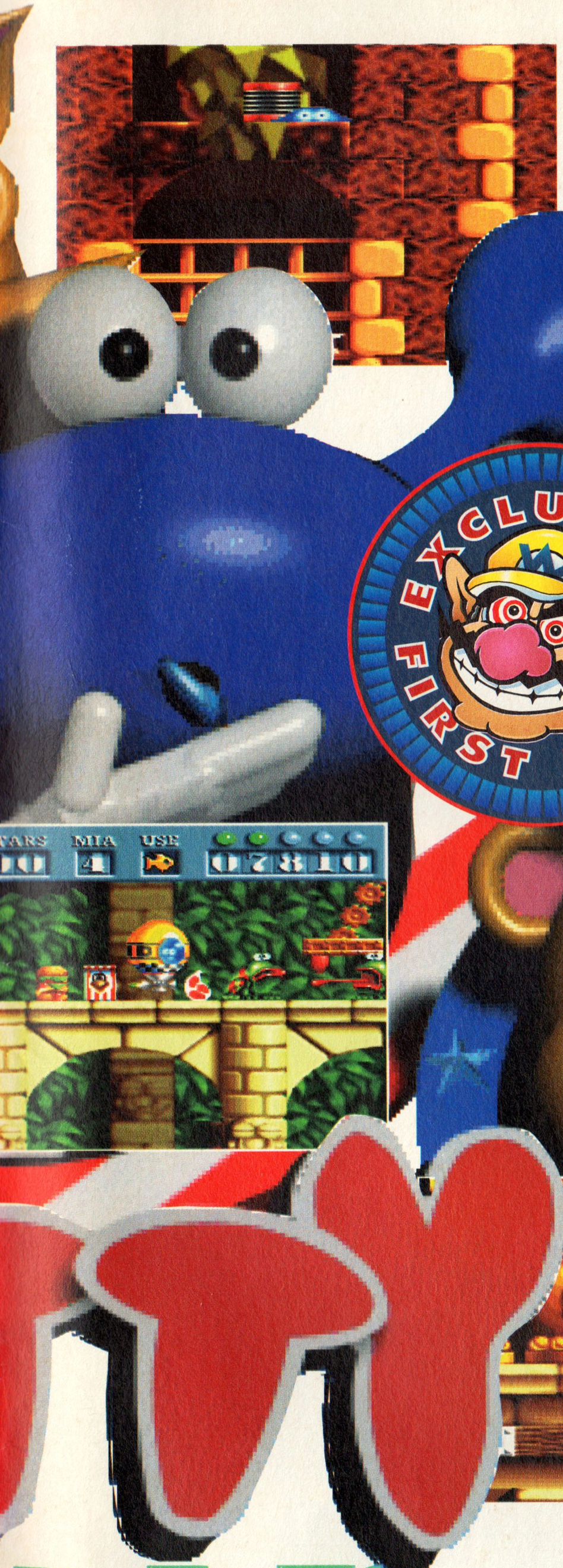


JUDGE ME BE MY SIZE WOULD YOU!

He's small, he's round and he moves along the ground, but Putty's appearances are deceptive. He not only possesses a mean punch which improves every time he collects ten stars, but he stretches up and down platforms, jumps with vigour and even has the ability to inflate himself, something which gives him the opportunity to drift to otherwise unreachable levels, or just get out of trouble.



(ABOVE) *If only Putty could reach the Nitro. Surely then his quest would be at an end?*

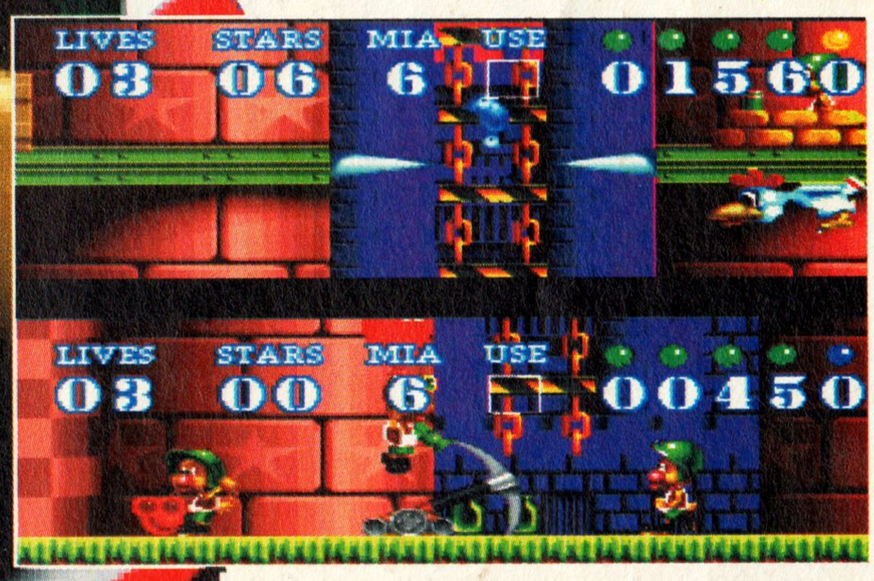


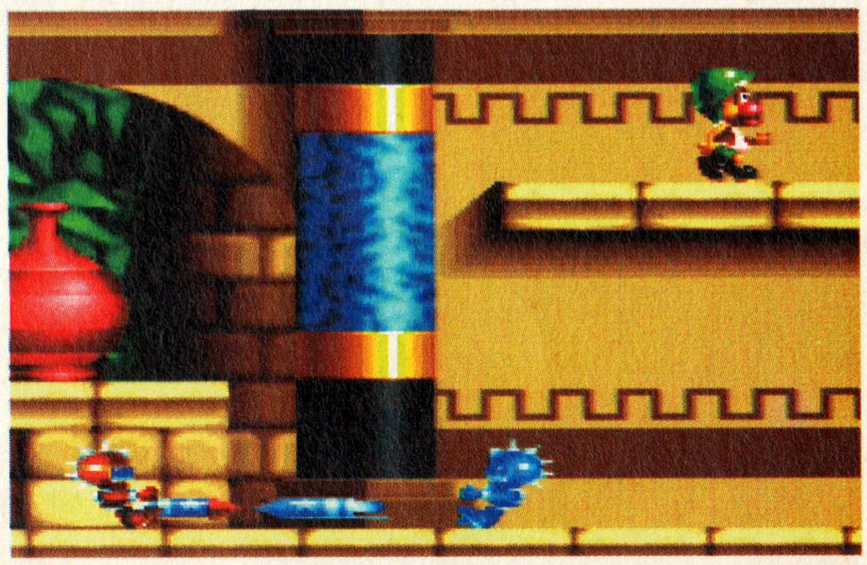
IT'S JUST TAKE! TAKE! TAKE!

Yes, small and round he is, but when Putty flattens himself out he's always got room to absorb another pick-up. Good job too because there are thousands for him to get - snacks for energy, springs for those hard to reach platforms, nitro's (bombs) to leave at the feet of unsuspecting enemies, his very own flying machine which he climbs into from time to time - the little terrier even soaks up his MIA buddies!

DOUGHY DUET

Unlike the PC and Amiga versions, the new-improved Super NES Putty Squad comes with a two-player option. Same rules apply but this time the screen is split in two as each player goes in search of the MIA's.





FUNNY HOW?

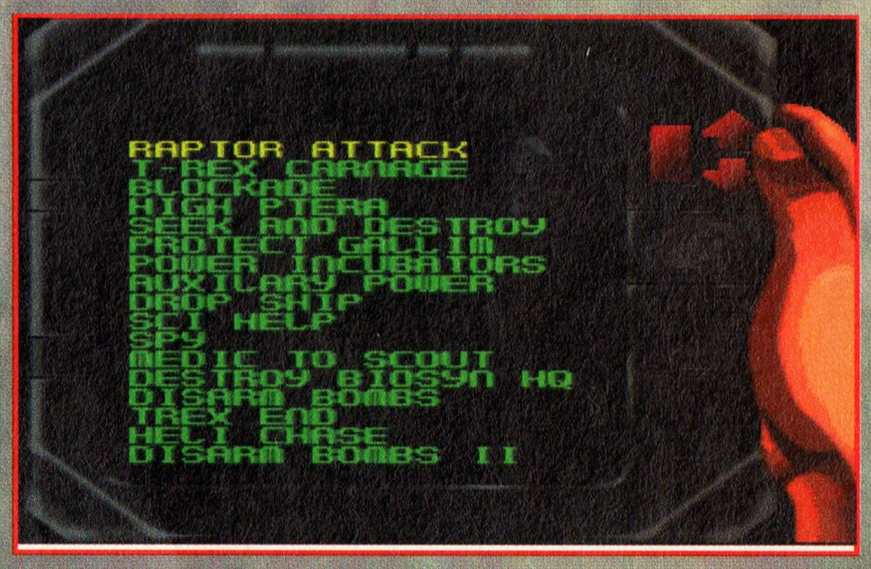
Walking on the stranger side of the platform genre, Putty Squad naturally comes with a comic flavour. There are some neat touches to keep the player grinning. When Putty decks a cat, its stomach makes a useful trampoline; rocket launching enemies become the victims of their own launches, thrown back off platforms to their doom; meditative Buddhists float aimlessly by. Strange but true!

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

They came, they saw, they bought the merchandise. But just when you thought it was all over, the dinosaurs are back. 'The Chaos Continues', or so they say, in Jurassic Park II. Here's a cautious look at how things are going on the ground-stomping sequel.

Having done it all once in the original, players now have to do it all again! Jurassic Park has gone bonkers and the intrepid gun-toting 'Parky' has got to sort things out. Fortunately the programmers have included a two-player facility to make things a bit easier and there is an abundant supply of impressive weaponry with which to ward off those nightmares from the past.



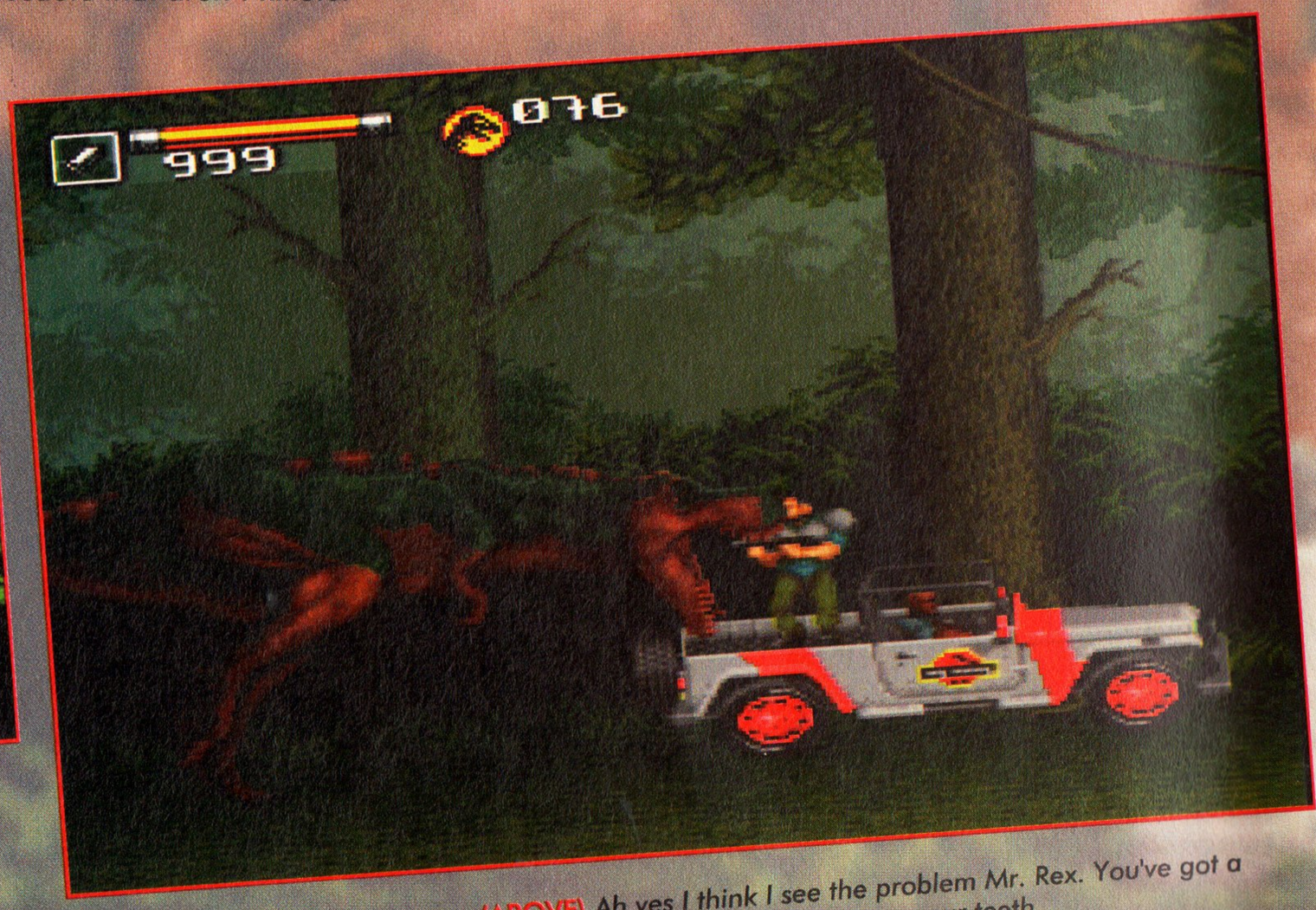
STAGE BY STAGE

Going against convention a little, Jurassic Park II doesn't insist that tasks be completed in any specific order. Instead, all of the problems that need to be solved are listed and the player then chooses what to tackle first.

DIN-AMMO

Simply using bad language wouldn't put off a rampaging tyrannosaurus rex. No sir! Guns is what ya need. Jurassic Park is in most senses of the word a platform shoot em' up in a similar style to the likes of Alien 3. As well as an Uzi and the traditional automatic machine gun, players also get to use dart guns to sedate dinosaurs that aren't killers.

(ABOVE) "Hey you down there, have some of this!"
"No, you have some of this!"
"No you..etc etc..."
Gary Harrod plays Jurassic Park 2



(ABOVE) Ah yes I think I see the problem Mr. Rex. You've got a bit of human skull caught between your teeth.

SUPER NINTENDO ENTERTAINMENT SYSTEM

IN PROGRESS

JURASSIC PARK

OLD BUDDIES

Because the programmers have ensured plenty of enemies on which to waste some ammo, it is sometimes useful to have a buddy. The two-player mode ensures some back-watching and saves on ammo as well.

(ABOVE AND RIGHT) Keith and Kallaamarakana demostrate thier award-winning modern/ latin routine.

- THE RETURN OF T-REX AND CHUMS
- TWO-PLAYER BLAST EM UP ACTION
- AMAZING SURROUND SOUND

REALITY BLURS

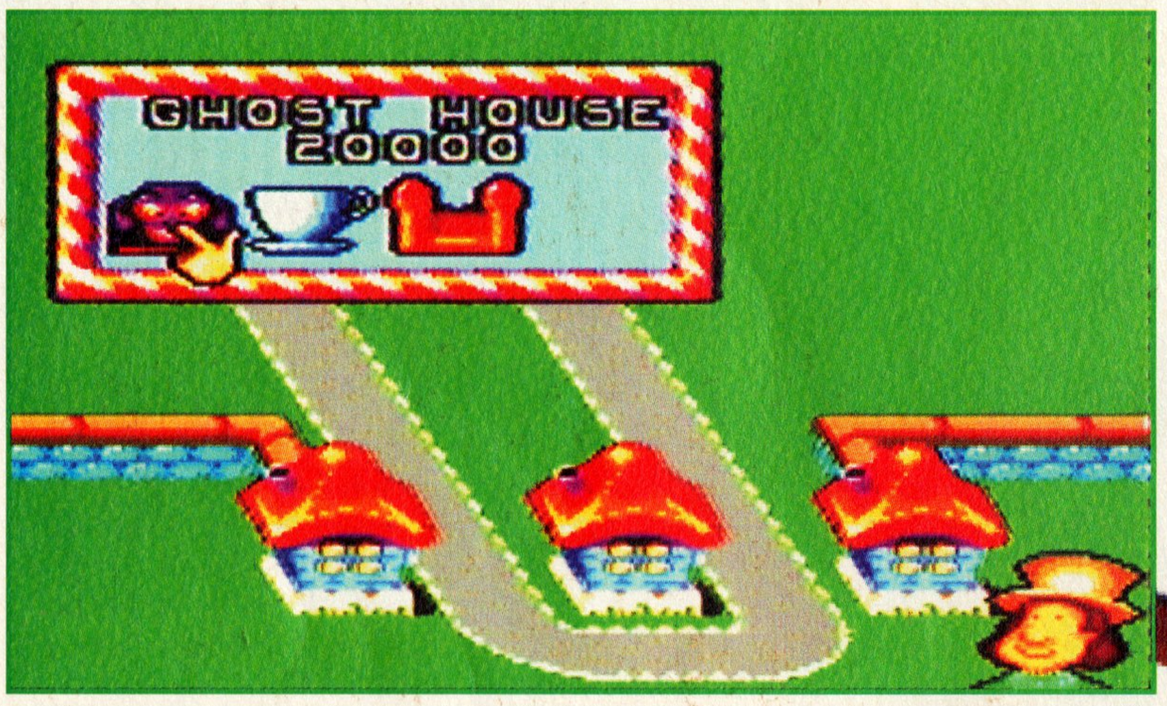
The programmers have made a real effort to give the sprites a realistic feel. Our hero moves very fluidly but still remains easy to control. He is free to shoot while climbing ladders or using ropes and his range of firing directions means he is quick to take out any foe on the screen. The atmosphere is fuelled still further by the amazing Dolby Surround sound.

IN PROGRESS SUPER NINTENDO ENTERTAINMENT SYSTEM

Q: What does any self-respecting PC-owner do when he or she is not busy vanquishing vile alien scum in the amazingly fab 'Doom'?
A: They're busy building an almighty empire of the most wondrous pleasure gardens known to man in Bullfrog's equally brill Theme Park, and as of early 1995 us lowly Super NES-owners will have that privilege too when Bullfrog unleash the console version.

Theme Park, for those of you unfamiliar with it, is a simulation game much in the mould of Sim City where the object is to build an amusement park from a vicar's tea party type of affair to an Alton Towers from hell sort of job. NMS donned their kiss-me-quick hats and went to Bullfrog to bring you this white-knuckle work in progress...

THEM

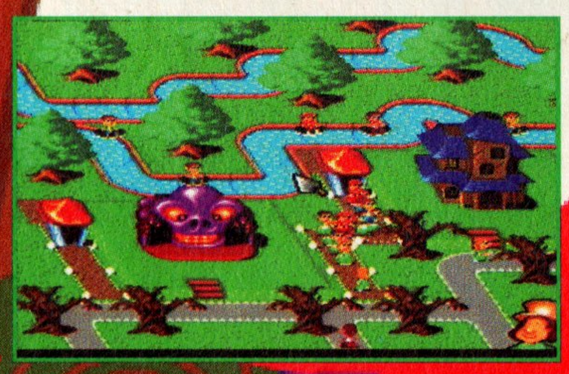


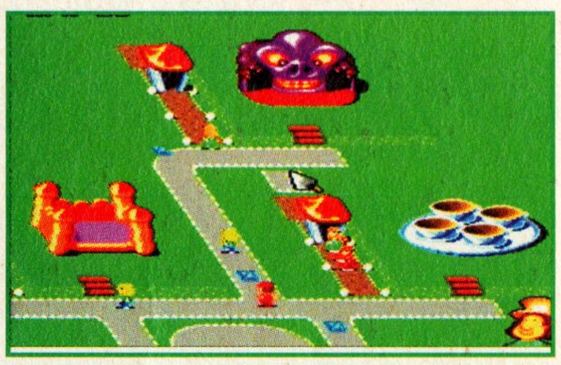
WHAT'S ON YOUR MIND

You can't please all the people all the time but at least in Theme Park you can make an attempt. You see each and every punter entering the park has his or her own opinions, needs and temperaments and all this is displayed in little think bubbles that folow them around. So, for instance, if you see gangs of people miling around with hamburgers hovering over their heads, it might be a good idea to provide a burger bar for them. Likewise they'll let you know if the ace roller coaster you've just built is a bit too wild - usually by chucking up, so it might also be appropriate to place the lav nearby too!

EMPIRES OF THE FUN

At the beginning of each game the player is given a modest sum of cash and a plot of land from which to build a park. The first thing is to build a simple footpath, then, of course, to place a ride in the park - somewhere within easy reach of the footpath and not too far from the entrance preferably. Don't expect to build the next Blackpool Pleasure Beach straight away though. The sort of rides you can afford at the start of your career are more in the bouncy castle, garden fête type of league. Next it is advisable to put some sort of refreshment concession in, again within easy reach of other attractions. Now you're ready for business my son, and the punters will start, ooh, strolling in at least, bringing you much-needed revenue with them. This is exactly how Walt Disney started. Almost.





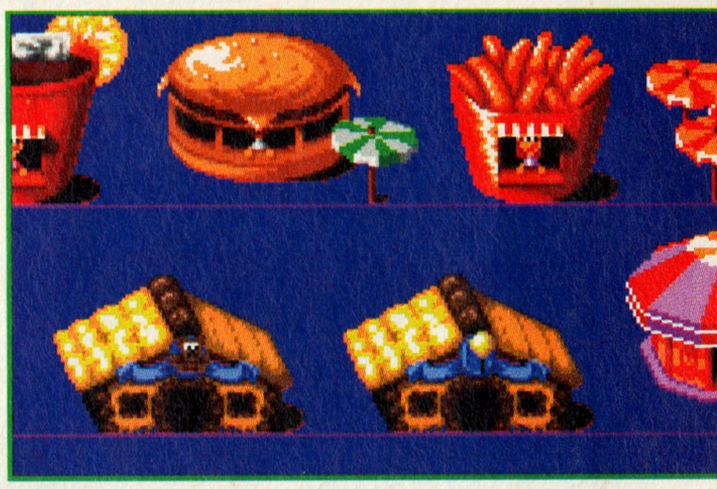
Creat
Build
Laug

RIDE ON TIME

However, you'll soon tire of Bouncy Castles and, more to the point, so will your customers. Good job Theme Park offers successful developers a selection of 27 rides (that's even more than the PC Version). The choice ranges from swings and roundabouts to your own customised roller coasters but be warned - the good stuff doesn't come cheap! In order to get a really cool ride the player must first earn enough cash and then invest heavily in research and development. It's not over there either for some rides require more than a little design skill on your part. It is advisable at this stage to exercise a little restraint and not put too many 45 degee turns into your go-cart track or too many dips and loops into your big dipper - sure it's great fun for you, but the users will only be violently ill when they come off or, God forbid, come flying off entirely in not unspectacular manners. Not good.

YOU WANT FRIES WITH THAT?

The customer wants a cola? Then give 'em what they want. But do they really need all that ice in there too? After all it costs money and is beginning to eat into your profit margin. Believe it or not such sundry items as this, and more important ones like the pricing of rides, is very important In Theme Park if you are to suuceed. Clever players in search of a fast buck might try putting more salt on the chips to make the customers thirsty then sell 'em gallons of sugar-loaded drinks. Better still, put a nice dangerous ride next to the burger stand so they'll lose their luches and repeat the whole process all over again. Hoorah!



E PARK

TODAY BOGNOR, TOMORROW THE WORLD!

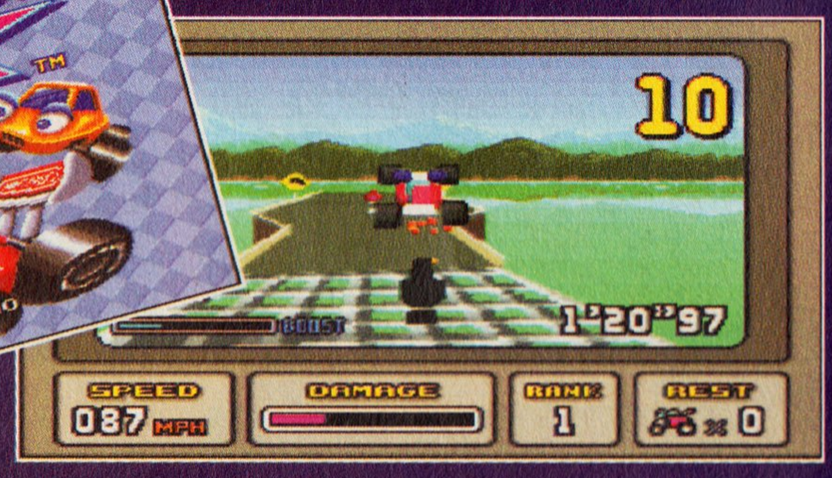
Once you find you have outgrown, or got bored with your current park you might consider selling up and moving on to a different location. Theme Park offers players the choice of a further 23 sites across the globe, each with differing landscapes, weather conditions and punters. So, while it was a breeze developing a successful park in nice sunny places, you might find it a bit more problematic in the icy climes of the North Pole. They tend not to go out much up there, funnily enough.

te your own amazing theme park!
l white-knuckle rollercoasters!
h at the punters throwing up!

Stunt Race FX

BY: NINTENDO
FORMAT: SUPER NES
NMS RECOMMENDED

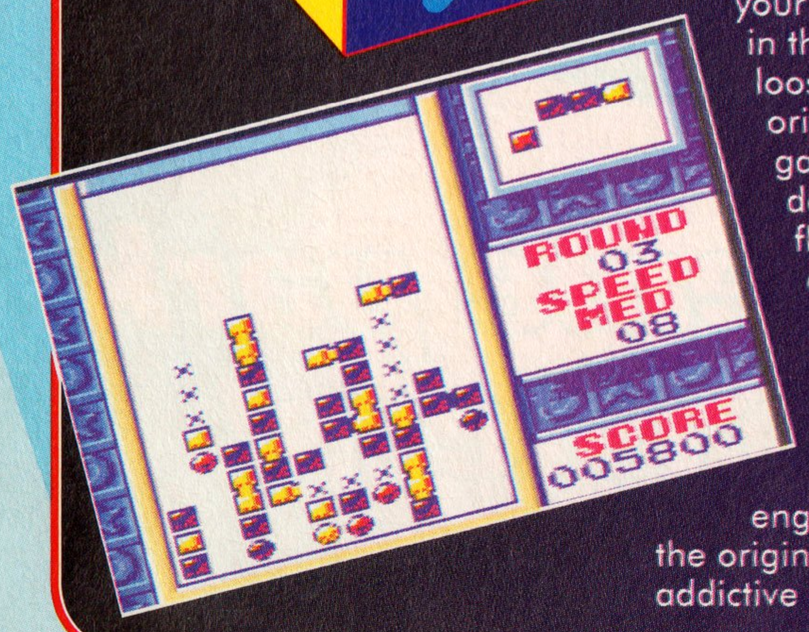
With its distinctive visuals and rich, rewarding gameplay Stunt Race FX is by far the most impressive console racer available. In fact it's hard to imagine how anyone could improve upon such a wild and imaginative product without the benefits of new hardware such as Ultra 64. There are 27 different courses to race, most of which are a thrilling experience for players of any skill level. Having the choice of four cars in which to compete adds further horse power to this finely-tuned engine that is already powerful enough to leave its contemporaries in the dust.



TETRIS 2

BY: NINTENDO
FORMAT: GAMEBOY

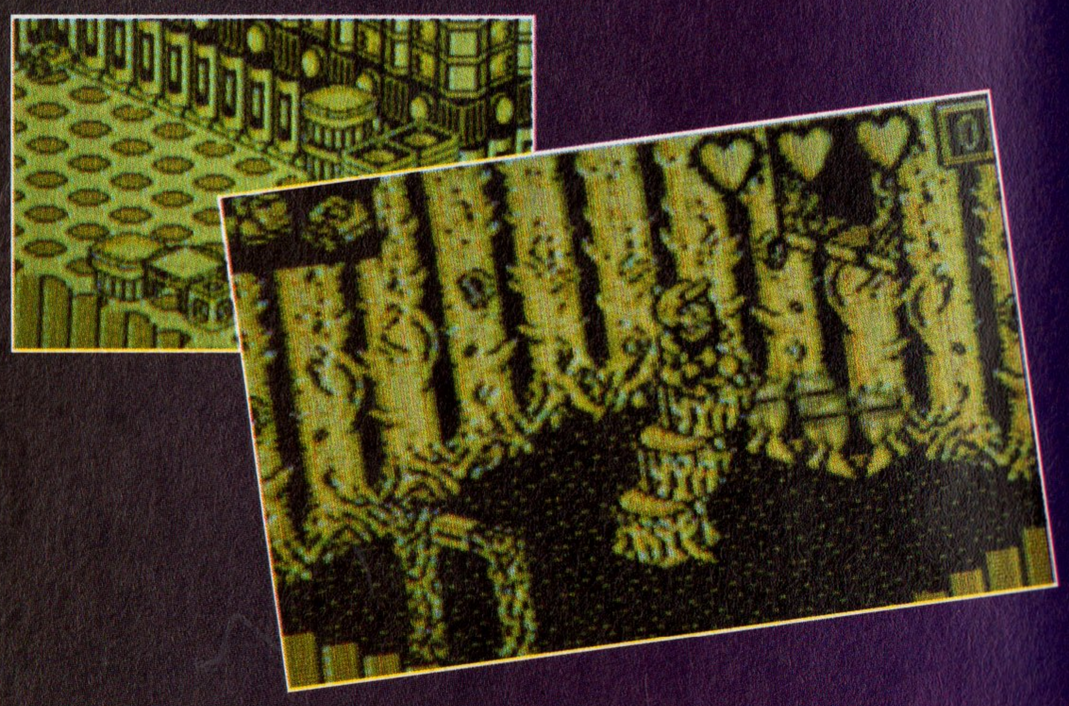
Okay, so Tetris 2 has graced these pages before but it has only recently reached the shops so, hey, let's give another quick once over for old times' sake, eh? Don't expect to spend your time building lines in this game as it is only loosely based on the original Tetris. In this game the idea is to destroy a number of flashing blocks by combining them in lines or rows of three similarly shaded blocks that fall form the ceiling. Not quite as engaging a conceopt as the original, but moderately addictive nonetheless.



MONSTER MAX

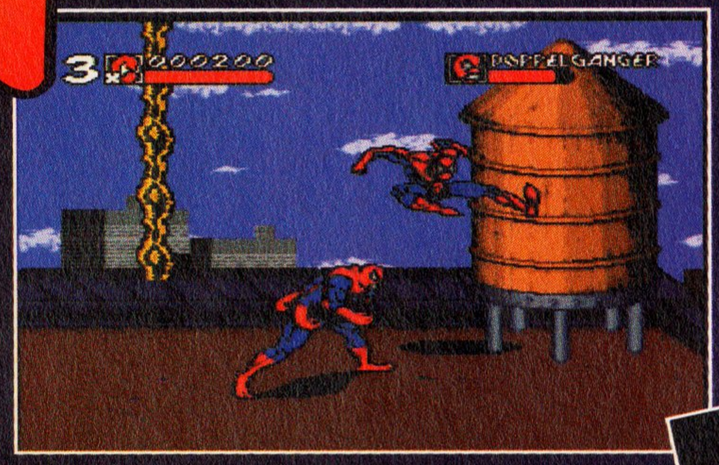
BY: TITUS
FORMAT: GAMEBOY
NMS RECOMMENDED

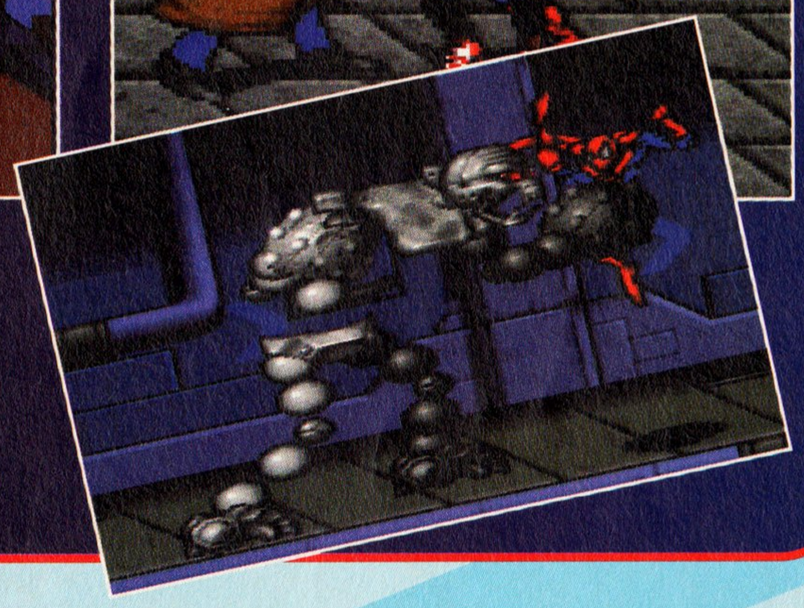
Recognise this game? Yes, it's been in our Out Now section before; only Titus were forced to hold back on the release date, so here it is again! Not to worry though because Monster Max is definitely a prize worth waiting for. Guide Max in a puzzle-laden quest, transpiring throughout a massive range of 3D environments. Monster Max is a guaranteed hit.



OUT NOW

MAXIMUM CARNAGE





BY:ACCLAIM
FORMAT: SUPER NES

Spiderman, his buddies and a truck-load of his comic-book enemies get an outing in this decent platform beat 'em up. The game is long and quite outrageously challenging in the later levels. Spidey is able to make good use of his web-spinning abilities in both atack and defensive modes and, in certain sections, he is able to transform into Carnage too. Add to that a thumpin' soundtrack from trash rockers Green Jelly and you've got a pretty decent package, and one Marvel fans should definitely give a spin.

MORTAL KOMBAT II

BY:ACCLAIM
FORMAT: SUPER NES
NMS RECOMMENDED

Finally the waiting is over and the really completely ace Mortal Kombat II hits the streets. For those of you who have had their heads buried in places where the sun never shines, MK2 is the two-player beat 'em up to end them all. Scoring a face-punching 94% in the last issue, the game features all the characters from the smash-hit arcade game, all the special moves, eye-popping digitised graphics, spooky speech samples and most importantly - ALL THE GORE!!! You'd have to be a few Kirby's short of a Paul Davies to miss this - buy it immediately you fools!

NEXT MONTH

The NMS dedication to protecting the natural balance in the ecosystem is matched only by our dedication to ensuring the most harmonious magazine imaginable. So what's coming out of the growbag next month?...

THE LION KING

The game-of-the-movie with the eco-edge and soft, furry animals gets the NMS EXCLUSIVE treatment!

GHOUL PATROL

This spine-chilling sequel to Zombies gets exhumed for an EXCLUSIVE review!

BATMAN

The Bat, The Cat, the Penguin, the Joker, the Sca... Look, they're all in this fab game, right? And the game is reviewed in this issue. Nuff said?

BOMBERMAN 2

Another fab sequel exlodes in our full reviews of both Super NES and Game Boy versions. Kaboom!

INDIANA JONES' GREATEST ADVENTURE

Join Indy as he whips, shoots and generally punches his way through not one but all three of his film stories in the NMS review of doom...

And d'you know, the list gets longer too... Other top titles to look out for include...

VORTEX!
BREATH OF FIRE!
PITFALL!
SAMURAI SHODOWN!
INTERNATIONAL SUPERSTARS SOCCER!
WILD GUNS!
LEMMINGS 2!

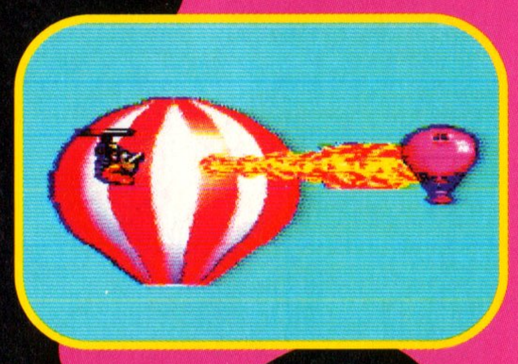
STOP US IF WE'RE GOING ON...

..Oh yeah! It's just possible that there'll be a special appearance from a particularly large hairy ape with a fondness for bananas!

NOVEMBER ISSUE 26 OUT 19TH OCTOBER.
You'd be somewhat unbalanced to miss it!

WOT-A-BOY!

IF IT'S RAINING... NO PROBLEM... HE CAN DODGE TROUBLE, GIVE IT THE HAMMER OR MOVE LIKE A ROCKET! IT'S NOT ALL HOT AIR, JUST LOOK AGAIN. IS IT A BIRD? IS IT A BRICK? NO IT'S...



JELLY BOY

GAME BOY

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